

Landon Viator

Innovative and dedicated audio software engineer with a five-year track record of developing high-quality audio applications. Known for a deep passion for audio quality and a commitment to excellence in software development. Experienced in bridging cultural and time zone differences.

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EXPERIENCE

Music Tribe Behringer — Audio Application Engineer

April 2022 - April 2023

- Pioneered the development and deployment of a proprietary software framework that revolutionized project workflows, achieving over a tenfold acceleration in development timelines for new initiatives.
- Successfully advanced four audio plugins to the beta testing phase, preparing them for imminent release and ensuring rigorous quality standards were met.

The Audio Programmer — Audio Plugin Developer Consultant

September 2021 - March 2022

- Dedicated significant research and development efforts to engineer innovative distortion algorithms.

Cymatics — Audio Plugin Developer Consultant

March 2021- September 2021

- Transformed acquired DSP code into a robust software framework, laying the foundation for the development of plugin products, two of which I played a key role in development..

Viator DSP — Audio Application Engineer

May 2020 - present

- Spearheaded the research and development of a diverse array of audio plugins, from straightforward effects to comprehensive software suites.

Programming Languages

C++, MaxMSP, Matlab, Bash, Python, C#, Javascript, HTML, CSS

Frameworks and Tools

Juce, Unity, Git, Jira, CI/CD pipelines, Github, Gitlab, Unit-Testing, Pluginval, DAWs

Soft Skills

Effective Communication, Teamwork and Collaboration, Adaptability, Problem-Solving, Empathy, Active Listening, Cultural Competence.

EDUCATION

Louisiana State University, Baton Rouge — PhD

August 2017 - May 2020

PhD in music with a focus on digital signal processing and dynamical systems.

University of Louisiana, Lafayette — MA, BA

August 2011 - May 2017

Master's degree in music theory & composition and a Bachelor's degree in music technology & percussion performance.

Interests

Music composition, guitar, drums, vocals.

Electrical engineering, circuit design, embedded hardware, arduino, raspberry pi.

Team-based competitive video games, game development.

Trading card games, chess, table-top rpg's.

Camping, hiking, exploration.

Building, fostering, and moderating online communities of creators and artists.

Continued education.