Léonard Roussel

Audio + visual + interactive
leonardroussel.com / leonardroussel@gmail.com

Education

Engineering diploma (equiv. Master of Sciences, Civil Engineering + Acoustics)
École Centrale de Lyon (Fr), 2015

Master of Sciences, Acoustics + Signal Processing
École Doctorale MEGA, Institut National des Sciences Appliquées de Lyon (Fr), 2015

Engineering school preparatory course (maths + physics major)
Lycée Sainte-Geneviève, Versailles (FR), 2010

Scientific Baccalaureate
Lycée Notre-Dame, Mantes-La-Jolie (FR), 2008

Work experience

Consultant, Acoustics + Audiovisual + Experience Design
Arup, New York, 2016 - 2020

Thesis Advisor, Master of Science program
Integrated Digital Media, New York University, 2019

Production assistant
Sonic Acts Festival, Amsterdam, 2016

Consultant, Acoustics + Audiovisual
Arup, Amsterdam, 2015 - 2016

Assistant stage director
Winterreise Compagnie Théâtre, Paris, 2014

Intern, Acoustic engineering
Arup, Amsterdam & New York, 2013 & 2014

Intern, Spatial sound research
Institute for Research and Coordination in Acoustics & Music (IRCAM), Paris, 2012

Production assistant
Nuits Sonores Festival, Lyon, 2012

Stage director
Organisation de Spectacle Étudiant, Lyon, 2011

President, Arts Council
École Centrale de Lyon, 2011

Counselor, Historical monument restoration volunteer camp
REMPART, Villandraut (FR), 2009

Design expertise

Audiovisual systems & technology

Acoustic engineering

Interaction design & IoT

Physical computing & prototyping

Sound design & composition

Spatial audio

Generative media

Languages

English (fluent)

French (native)

German, Spanish, Dutch (basic)

Awards & recognition

ACEC Engineering Excellence Gold Award
Sounds Of the Future City (2020)

Hack The Planet NY: Best Documentation
DIY DNA monitoring (2016)

Computational & C.A.D. skills

3D modeling
Rhino + Grasshopper, SketchUp,
Autodesk suite

Creative coding frameworks
Cinder, Openframeworks, Processing,
A-Frame

Max/MSP, Jitter

Standard programming
Java, C++, C#, Javascript, GLSL,
Python, HTML, CSS, Matlab

Adobe Creative Suite

Spatial sound design
Spat~, Spat Revolution, Ableton Live,
Logic, Reaper

Acoustic modeling
CATT, Odeon, EASE

Other interests & ongoing learning

Procedural 3D design and animation
Houdini, Cinema4D, Substance

Gaming engines
Unity, Unreal

Generative design frameworks
TouchDesigner, VVVV, RealMotion

Music
Flute, composition, Djing

Browser-based virtual environments
WebGL, Three.js, A-Frame, Omnitone