

# Léonard Roussel

Multimedia & interaction

[leonardroussel.com](http://leonardroussel.com) / [leonardroussel@gmail.com](mailto: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)

## *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