Léonard Roussel
Multidisciplinary Experiential Designer

leonardroussel.com • LinkedIn

Professional & academic experience (see portfolio for details)

> **Freelance** • Experiential designer & technologist (USA, Europe)
> *Selected projects:*
> > **Mixed-media art installations**: Artist, technologist, sound designer, fabricator, producer
> > • Scope Collective: *"Scope"* (Detroit, MI, 2019), *"Precipitate"* (New York, NY, 2023), *"Channel"* (New York, NY, 2024)
> > • S.L.ACT Collective: *"Resonanz"* (Berlin, DE, 2013), *"Street Score"* (Lyon, FR, 2013)
> > **Confidential immersive exhibit**, Las Vegas, NV: Acoustics & audio systems designer *(Superbien Studio)*
> > **Pioneer Works renovation**, New York, NY: Video systems designer *(LSTN Consultants)*

> **Arup** • Senior Designer, Experiential Technology New York (2016 - present) + Amsterdam (2015 - 2016)
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> **Designer and technologist for multi-media experiences and systems in the built environment**
>
> *Selected projects:*
> > **JFK New Terminal One Art & Branding** (New York, NY): Lead technologist, project manager, sound designer
> > **Downtown Providence Riverwalks revitalization** (Providence, RI): Lead experience designer
> > **Lou Reed Listening Room** (New York Public Library for the Performing Arts, NY): Technologist, producer, programmer
> > **MSG Sphere** (Las Vegas, NY): Audio systems designer
> > **David Rubinstein Treehouse Conference Center** (Harvard University, Cambridge, MA): Audiovisual systems designer
> > **Robert Day Sciences Center** (Claremont McKenna College, CA): Audiovisual systems designer, project manager
> > **Salesforce Towers lobbies immersive soundscapes** (New York, San Francisco): Sound designer

> **Teaching**
> > **Pratt Institute - School of Design, Interior Design department**: Audiovisual design
> > **New York University Tandon School of Engineering - Integrated Digital Media**: MSc student thesis mentorship

> **Arup** • Intern, Acoustics + Audio-visual New York (2014) + Amsterdam (2013)
> > **Tippet Rise Art Center** (Fishtail, MT): Generative 3D acoustic modeling, analysis, design
> > **Hudson Yards Vessel** (New York, NY): Audio systems design
> > **Issue Project Room** (New York, NY): Acoustic design

> **Institut de Recherche & Coord. Acoustique-Musique (IRCAM)** • Research Intern Paris (2012)
> > 3D audio analysis and synthesis software development (incl. Spat~ package for Max/MSP)

Education

> **Engineering degree** (equiv. US MSc), École Centrale de Lyon (FR)

> **Master of Science**, Institut National des Sciences Appliquées de Lyon (FR)

Awards & Recognition

> **SciArt Initiative Magazine,** Culture of Contamination *Scope* (2020)

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

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

> *Bright 2* (Frame Publishing, 2015): *Resonanz*

> **Animamus Art Salon**: Kryptoflex Live (2014)

Music & performing arts

Flute, choral singing, composition, production, DJing

2019 **Tapestry Choir (NY)**
2017 **Young New Yorker's Chorus (NY)**
2016 **Sonic Acts Festival (NL)** • Production assistant
2014 **Winterreise Cie Théâtre (FR)** • Assist. stage director
2012 **Nuits Sonores Festival (FR)** • Production assistant
2012 **Student Performing Arts Org.** • Stage director

Skills

> **Languages:** English, French

> **3D Modeling & rendering**
> Rhino + Grasshopper, SketchUp, V-Ray
> AutoCAD, Revit, Enscape, Twinmotion

> **Creative coding**
> TouchDesigner, Max/MSP/Jitter, Processing,
> Cinder, Openframeworks, Three.js, Arduino

> **Programming environments**
> Python, Java, C++, C#, GLSL, Javascript, HTML

> **Sound & acoustic design software**
> Ableton Live, Logic, Reaper, Spat Revolution,
> IRCAM Spat~, CATT Acoustic, EASE, Odeon

> **Adobe Creative Suite**

> **Other interests**
> Origami, paper engineering, biking, typography