

# Léonard Roussel

Multimedia & interaction

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## Education

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**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

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**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

Cooper Hewitt thing - 2019  
[AWS Hackathon] - 2016  
[Hacking Arts?] - 2014

## 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 interest & 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