Lewis Thresh

Contact

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Programming Languages

C/C++
Java/Javascript
Processing
Objective-C
MATLAB
LaTeX

Software

MATLAB
Max/MSP (Spat)
Pure Data
Eclipse
Xcode
Git
SketchUp
ODEON
Microsoft Office Suite
Cubase/Nuendo
Logic Pro
REAPER
Ambix

Interests & Activities

Karting
Fitness training
Busking
Reading
Attending open mic nights
Producing & mixing music
Programming

Referees

Provided on Request

MEng Electronic Engineering graduate specialising in audio engineering, especially interested in spatial audio and software development. Most satisfied whilst working on a developing project withing a multidisciplinary team.

Education

2011 - 2016 - University of York

MEng Electronic Engineering & with Music Technology Systems - 1st

Relevant Modules

Audio DSP VST Development - MEng Project (Room Simulation) - Recording Studio Techniques - Programming (Java & C) - Hardware Sensor Implementation - Agile Software Engineering Project - Audio for Visual Media - Human Computer Interaction (Data Sonification)

2005 - 2011 - McAuley Catholic High School

A levels & GCE Mathematics - BTECH Double Music Technology - AS level & Music Theory - GSCE's & 5A's, 4B's

Work Experience

September 2016 - December 2017

Research Technician - UoY Audio Lab
Working as a Research Technician my role was to support and conduct research.

July 2016 - September 2016

VR Development Internship

Working at the University of York Audio Lab on a project aimed to assess the well-being of individuals when singing in both a real and virtual quartet, my role was to collaborate with another intern to produce a virtual reality system that would allow a user to sing along with a virtual quartet through the implementation of 3D spatial audio techniques (Ambisonics) and 360°video.

Jan 2016 - June 2016

MEng Project

This project investigated the plausibility of using a grid of RIRs to simulate movement through a virtual environment. This involved a mixture of skills including project planning, software implementation, RIR capture, RIR simulation, digital room designing and the execution of user testing.

Sept 2015 - Nov 2015

Recording Engineer/Producer
My role was to record the streets and buildings of York, interview managers/owners of shops and to produce a sound-scape for a quadraphonic sound system.

June 2015 - Sept 2015

Software Engineer Internship
Working with the University of York Audio Lab on a multidisciplinary project, my role was to design software to produce graphics based on contemporary art and to control a DMX lighting universe to complement a live performance using the data from the music to influence the projections and lights.