

Emmanouil Theofanis Chourdakis

PhD Candidate at the **Centre for Digital Music**
Thesis: "Audio-enhanced automatic story generation"
Expected graduation date: May, 2019

Electronic Engineering and Computer Science
Queen Mary University of London
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Education

- 2014: MSc Digital Music Processing
Grade Average: 80% (*Distinction*)
Electronics Engineering &
Computer Science
Queen Mary, University of London
- 2011: Engineering Diploma
Grade: 7.46/10 (*Very Good*)
Electronics and Computer Engineering
Technical University of Crete

Language Skills

- English: TOEFL Internet-Based Test (iBT)
Total score: 103
Educational Testing Service (ETS)
- First Certificate in English*
University of Cambridge
- Greek: Native Language
- French: Elementary Knowledge

Awards

- 2014: Michael Clark Prize for Best Electronic Engineering Project – Queen Mary, University of London.

Publications

- Chourdakis, E.T. & Reiss, J.D. (2018) *From my pen to your ears: automatic production of radio plays from unstructured story text*
In Proceedings of the 15th International Sound and Music Computing Conference
- Chourdakis, E.T. & Reiss, J.D. (2017) *Constructing narrative using a generative model and continuous action policies*
The INLG 2017 Workshop on Computational Creativity in Natural Language Generation.
- Chourdakis, E.T. & Reiss, J.D. (2017) *A Machine Learning Approach to Application of Intelligent Artificial Reverberation*
Journal of the Audio Engineering Society 65.1/2.
- Chourdakis, E.T. & Reiss, J.D. (2016) *Automatic Control of a Digital Reverberation Effect using Hybrid Models*
In Proceedings of the 60th Audio Engineering Society Conference: Dereverberation and Reverberation of Audio, Music, and Speech.

Academic Experience

- 2018: Sub-reviewer for the International Conference on Digital Audio Effects (DAFx 2018).
- 2016/17: TA for supporting Matlab-based MSc projects.
Lab Assignment TA for the Music and Speech Processing postgraduate module.
- 2015: Marking of final exam scripts for the Digital Signal Processing undergraduate and postgraduate module.
Lab Assignment teaching assistant (TA) for the Advanced Transform Methods module.

Organizing/Volunteering

- 2016 (September): 2nd Workshop on Intelligent Music Production – Chairing of poster session.
- 2015 (July): #AudioMusicHackathon – A two days hackathon at Queen Mary University of London sponsored by Harman developer. General Volunteering and food provisions.

Interests/Skills

Domains of Interest: Machine Learning for Audio and Natural Language Generation; Digital Audio Effects; Sound Synthesis.
 Languages: C; C++; Python; Matlab; Mozart/Oz; Prolog; bash; FAuSt.
 Toolkits: NumPy; Pandas; Sklearn/HMMLearn; Keras; Essentia.
 Other: Juce; The Humdrum Music Research Toolkit; GNU and Unix Utilities; Flex; Bison; Emacs Praat, Sonic-Visualiser, L^AT_EX.

Opensource Research Software/Tutorials

SIMSCENE.PY: A collection of tools for synthesizing acoustic scenes in a hierarchical way using .x1s files. It is based on SIMSCENE by M. Lagrange et al. Written in python.
 (Author - 2017)
 SMOOTH-CONVEX-KL-NMF: A python library for minibatched smooth and convex Kullback-Leibler Non-Negative Matrix Factorization based on the paper by Essid, S. and Févotte, C.
 (Author - 2017)
 KERAS-LSTM-CHAR-CNN Tutorial on implementing LSTM-CHAR-CNN by Yoon, K. et al in Keras

Notable Graduate Projects

Master Degree Thesis: **Intelligent Application of Artificial Reverberation to Multi-track Mixes**
 Implemented an HMM for controlling an Algorithmic Reverberation Effect.
 Published in the Proceedings of the 16th Audio Engineering Society Conference on Dereverberation and Reverberation of Audio, Music, and Speech
 Digital Audio Effects: **Multiband Compressor VST**
 Implementation of a 4-band digital compressor effect, using soft-knee, RMS-detection and automatic estimation of the Gain, as a VST effect using C++ and Juce.
Monophonic Multi-timbral Subtractive Synthesizer VSTi
 Implemented a subtractive synthesizer as a VSTi in C++ with the Juce framework.
 Real-Time DSP: **Real-Time Voice Robotisation Effect**
 Implementing a real-time voice Robotisation effect using a block-by-block implementation of a phase vocoder and controlled by MIDI, in C on the BeagleBoneBlack platform.
 Computer Vision: MATLAB implementations of video scene-change detection, object recognition, and multiple-object tracking.
 Eng. Diploma thesis: **"Computer-aided (music) composition using Inductive Logic Programming"**
 Learning of rules in first order predicate calculus using Inductive Logic Programming and existing examples, constructing Constraint Satisfaction Problems and production of pdf sheets and midi files by using the Strasheela music composition system.
 Notable Eng. Diploma courseworks: **Digital Audio and Music Processing**
 Chord Classification and Recognition on "The Beatles" discography using Hidden Markov Models.
Autonomous Agents
 Simple probabilistic model for music cognition.
Artificial Intelligence
 Autonomous software agent that played a variation of Othello.
Data Base Systems
 MySQL Database for a virtual electronics computer store.
Computer Architecture
 VHDL Implementation of a simple pipe-lined RISC processor.
VLSI and ASIC System Design
 Designed integrated circuits for an Arithmetic Logic Unit using two metal layers on the Magic VLSI CAD system.
Theory of Computation
 Lexical and Syntax parser for a pascal-based programming language.

Other Training

- 2016/17: **Chinese for HSK Levels 1, 2** – MOOCs on Coursera by Peking University
2014: **Mining Massive Datasets** – MOOC on Coursera by Stanford University.
2008: **Embedded Network Systems: Theory and Applications** – One week summer school hosted by the Onassis Foundation.

Extra-curriculum

- 2011-present: Engineering member of the Technical Chamber of Greece.
2012-2013: Nine month armed service (Greek Army).
Hardware administration, Archiving, Member of the Honor attributions company.
2008-2011: Ioannis Manioudakis Music School youth choir.
2007-2011: Chania Linux User Group.
2003,2010: Music radio show hosting.

Interests/Hobbies

Programming languages;
Virtual music studio technologies and programming;
Free(libre) operating systems and software;
Science fiction films and literature; storytelling.