Matt Tytel

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Experience

Leap Motion – Hand Tracking and VR Software   Apps and Tools Developer
                                                                          Feb 2014 – Present
   Headed and developed the Unity application 'Playground' for the Leap Motion V2 software release
   Created the 'Leap Motion V2 Skeletal Unity Assets' and many of the Unity VR and desktop examples

Little IO – Audio Synthesis and Effects Software   Founder
                                                                          Jan 2013 – Nov 2014
   Cursynth – Created a GNU C++ polyphonic synthesizer that runs graphically in the terminal
   Little LFO – Designed and implemented a C++ synthesizer and utility plug-in for Reason

Cakewalk – Music Studio Software   Contractor / Developer
                                                                          Sep 2012 – Sep 2013
   Wrote signal processing and UI code in C++ for the CA-2A, RE-2A, and other plug-ins
   Worked with project managers to design and implement new features for audio plug-ins

Software Inventions – Google Chrome   Software Developer
                                                                          Dec 2011 – Aug 2012
   Worked on back end C++ implementations of the Chrome Extensions API
   Developed C++ and Javascript to pair Extension API calls to their back end implementations

Education

California Polytechnic State University   San Luis Obispo, CA
                                                                          2007 – 2012
   Math Major, Computer Science Minor
   Key Subjects: Algorithms, Complex Analysis, Discrete Math, Combinatorics, Number Theory

Languages and Skills

Preferred Languages   **Skills**
  C++   C#/Unity   JavaScript   Python   VR   Signal Processing   Interactive Art   UI Design

Projects

Cloth Simulator and Music Visualizer – C++, openFrameworks   vimeo.com/tytel/cloth
   an interactive physics cloth simulation where you use the Leap Motion Controller to create gravity fields

Goldwater Dance – C++, openFrameworks   vimeo.com/tytel/gold
   an interactive physics water simulation that translates Kinect movements into pretty waves

MOPO (Modular Polyphonic Synth Engine) – C++   github.com/mtytel/mopo
   signal processing, voice handling and audio flow for creating modular, polyphonic synthesizers

Leftover Bits – SuperCollider   tytel.org/leftoverbits
   a generative music album created in a Pythagorean scale using video game synthesizers

Lissa Juice – JavaScript, Web Audio API   tytel.org/lissa
   Lissajous curves that you can tweak and listen to, synthesized and drawn in real time