

Aaron Krajewski

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Work

- 2018–Present **Graphics Engineer**, *Google*, Montreal.
Engineer designing implementing and supporting the Canvas element in Google Chrome
- Work to improve performance of graphics in chrome for billions of users across all devices
 - Launched always accelerated canvases which better leveraged GPU resources to improve Canvas rendering speed by 70%
 - Created metrics to measure rasterization time for Canvas
 - Dealt with dozens of critical security errors
- 2016–2018 **Technical Artist**, *ScribbleChat*, New York.
Lead developer for 3D graphics, design and implementation
- Developed effects using THREE.js and WebGL
 - Worked with AR and iOS
 - Developed an API with our effects interface
 - Previously available in iOS app store, Google play store and as an iMessage and Facebook messenger extension with 80,000 daily active users
- 2015–2016 **Algorithmic Music Composer**, *Humtap*, San Francisco.
Primary developer in charge of algorithmic music composition
- Used machine learning techniques to create song structure and chord progressions
 - Analyzed and visualized user data
 - Interfaced with musical composers to codify and implement their ideas
 - Optimized the audio rendering process
- 2014–2015 **Graphics Engineer**, *PLAYMIND*, Montréal.
Served as the liaison between the art and technical teams for interactive projects
- Technical Artist for The Innerfriend, a kinect-based XBOX One game
 - Optimized GPU code, wrote shaders
 - Authored general purpose GPU programs in DirectCompute for the simulation of physical systems like complex colliders and jellyfish tentacles.
 - Software developer for *Ma Vie Comme Rivières* at La Musée Regional D'Argenteuil. An permanent, interactive kinect-based retelling of the geographical and human history of Argenteuil, Québec.
- 2013–2014 **Software Engineer**, *The Deep Listening Institute*, Montréal.
Developed The Adaptive Use Musical Instrument (AUMI), a musical interface employing computer vision techniques for use in classrooms.

Skills

- Languages Python, Javascript, C++, C#
Other THREE.js, GLSL, OpenGL, WebAssembly

Education

- 2011–2013 **M.A. Music Technology**, *McGill University*, Montréal.
2005–2009 **B.S. Physics**, *The College of William & Mary*, Williamsburg, VA.

Master's thesis

- title *A Flexible Tool for the Visualization and Manipulation of Musical Mapping Networks*
supervisors Marcelo Wanderley
description Developed a modular javascript browser-based user interface for mapping arbitrary musical control parameters to sound synthesis inputs.

References

- Ford Hurley: Lead developer at ScribbleChat (949) 423-8231 <ford.hurley@gmail.com>
- Julien Bloit: Technical director at HUMTAP <julien@humtap.com>
- Emmanuel Sévigny: Founder of PLAYMIND (514) 983-7186 <emmanuel@playmind.com>