NICHOLAS F. ARNER

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Curriculum Vitae

EDUCATION

Masters of Science by Research   *March 2014*

University of York | York, England

Thesis topic: Multi-touch user interfaces (such as those made popular in Apple's iPad and iPhone) are revolutionizing the field of Human-Computer Interaction, by putting powerful computers with excellent audio-visual capabilities into the hands of the general public who can control them using natural gestures. The goal of the thesis is to determine whether users of music apps prefer to interact by using multi-touch gestures or by using traditional skeumorphs.

Demonstrating: In the spring of this year, I was a demonstrator for the Audio for Visual Media and Music Technology in Action (C Programming) modules in the York Department of Electronics.

Bachelor of Arts   *May 2012*

Capital University | *Columbus, OH*

- ***Major Field of Study:*** Music Technology *(incorporating audio, video and multimedia production)*
- ***Awards/Honors:*** GPA - 3.4/4.0, Recipient of Capital University Presidential Scholarship, C.U. Dean's List
- ***Additional Studies:*** Jazz Bass Performance under Roger Hines, *September 2009-May 2009*, Independent Study-Music Cognition with Dr. Mark Lochstampfor, *September 2011-May 2012* Various computer science courses including C, C++, Python, and Objective-C languages

SKILLS

Programming Languages Objective-C, C++, Python, Csound, Pure Data

Applications Max/MSP, Logic, Ableton, Pro Tools, Sibelius, Xcode, Quartz Composer, Arduino

Operating Systems Macintosh OSX, Windows

PROFESSIONAL EXPERIENCE

Applications Developer   *January 2015-Present*

Squirrels, LLC | *North Canton, OH*

- [Reflector Student](#) (iOS development)
- [Reflector Director 2.1](#) (iOS development)
- [Reflector 2.1](#) (OS X development)

Research Intern | *Fraunhofer IIS, Emerging Audio Research*   ***October 2013 – December 2013***

- Research in Interactive Sonification of the Human Heart
- Assist in ISON'13 Conference
- Presentation on High Level Audio Programming for Mobile Devices

Audio Technology Work Study | *The Banff Centre*   ***May 2012-August 2012***

- Implementation and maintenance of audio systems for music recording, film/digital cinema, and web based audio applications.
- Basic equipment repairs
- Testing and calibration of audio systems
- Acoustic measurements
- Studio recording sessions

Audio Engineer/Intern   ***August 2011-May 2012***

Sean Beeson Studios, LLC | *Columbus, OH*

- Sound Effects (SFX) / Sample Library creation *(recording, editing, mixing, mastering)*
- Original music composition for video games/trailers *(composition, notation, recording/production)*
- Technology duties as assigned *(data backups, migrations, digital audio workstation maintenance etc…*

Technology Intern   ***May 2011-August 2011***

Élan Technologies | *Columbus, OH*

- Data recovery from damaged hard drives and other devices
- Macintosh hardware troubleshooting/repair
- Software/Operating System installations

APPS

Delay Tracker (http://www.hsrusa.com/delay-tracker-usa/)

OPEN SOURCE DEVELOPMENT

AudioKit, an open-source synthesis, processing, and analysis framework (audiokit.io)

PORTFOLIO LINKS

www.nickarner.com