

## Profile

I am a software engineer for hardware and creative technology interfaces. I've contributed core code to AudioKit, an open-source audio analysis, synthesis, and processing project currently being used by McDonalds. I'm one of 100 engineers worldwide to be accepted into Google's Alpha Developer Project, and was one of only 14 developers to be invited to Google HQ to workshop new ideas regarding an upcoming new technology. That work will be released from NDA in August 2016.

## Experience

### **ASSOCIATE CONSULTANT, WORKSTATE CONSULTING; COLUMBUS, OHIO – FEBRUARY 2015 - PRESENT**

Lead developer on client mobile apps.

### **IOS/OS X DEVELOPER, SQUIRRELS LLC; NORTH CANTON, OHIO – JANUARY 2015 - PRESENT**

I participated in the development of product release updates including [Reflector 2.1](#) and [Director 2.1](#). I also participated in the development and launch of [Reflector Student](#).

### **RESEARCH INTERN, FRAUNHOFER IIS; ERLANGEN, GERMANY – OCTOBER 2013 - DECEMBER 2013**

I conducted research on sonification of the human heart, specifically using mobile devices. I also assisted in the preparation of the 2013 International Sonification Conference that was held at Fraunhofer, as well as co-presented on the topic of "High-Level Audio Programming for Mobile Devices."

## Projects

**AudioKit** - I am a core contributor of [AudioKit](#), an open-source audio analysis, synthesis, and processing toolkit for iOS and OS X apps. My contributions to the core code include operation presets and tests. My work can be seen on [my GitHub profile](#).

**Delay Tracker** - I conceived and developed the Delay Tracker iOS app as part of my partnership with High Speed Rail USA. The app allows intercity rail passengers the opportunity to report train delays to the Federal Rail Administration. It can be found on [iTunes](#).

## Education

University of York, York, UK - MSc (by research) in Music Technology, 2014  
The Banff Center, Banff, AB, Canada - Audio Technology Work-Study, 2012  
Capital University, Columbus, OH - BA in Music Technology, 2012

## Skills

My development skills include experience with Swift, Objective-C, C/C++, and Python. Proficient in several platforms and applications including: PaintCode, Sketch, and Fritzing. I am also experienced with a variety of creative-coding environments, including Max/MSP, Quartz Composer, Wekinator, and Arduino.

## References

Available upon request.