

Nathan Kelly

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In 2020 I left my previous career as a fine dining head chef, in order to follow my lifelong passion for all things audio technology.

I enrolled on the Creative Music Technology (BSc) course at the University of the West of England where I graduated with a First-Class Honours, also receiving the *JAMES* Outstanding Achievement Award.

During my time on the course, I fell in love with programming and software development. I fully immersed myself in to learning this craft, taking multiple programming modules and building an educational synthesiser framework in C++ for my final year project.

Since graduation, I have been working as a freelance audio editor and sound designer, but during this time it has become clear to me that I want to pursue a long term career within software development.

I am now looking for a job as a junior programmer that will help me continue my journey into programming and software development.

My long-term programming goal is to create educational audio software that creates an entry point into music for everyone, regardless of ability or social situation. However, I first want to receive real-world software development experience, and build my skills under the supervision of a supportive team.

I am a positive, hard-working and team-orientated person. My previous career has provided me experience of working in every level of a team, from a trainee chef to a kitchen manager. I have no problem following detailed instructions from managers, but I also have the confidence to work independently, without the need for too much reassurance.

I feel my passion and drive to better my skills, my hard-working attitude, and my ability to work closely with a team makes me a strong candidate for a junior software developer position.

Education and Qualifications

BSc (Hons) Creative Music Technology (first class), September 2020 – 2023

University of the West of England, Bristol

Accredited by *JAMES*

Winner of The JAMES Outstanding Achievement Award for Professionalism in Audio Practice

Modules include: *Software Development for Audio, Audio for Games, Audio Process Design and Implementation, Creative and Physical Computing, Audio Programming, Audio Technology, Sound Design and Post Production, Audio Post Production*

Technical Skills Gained:

- **Programming languages – C++, C#, JavaScript and MAX/MSP**
 - Using the above languages to create a number of synthesiser and audio effect plugins, and music education applications.
 - Applying data structures, algorithms and architectures to audio processes.
 - Using MAX/MSP for rapid prototyping.
- **Digital Signal Processing**
 - Understanding of the principles of synthesis and signal modification.
 - Using mathematical methods to generate signals and process discrete sampled values.
 - Ability to break down audio systems into block diagrams and use methodical problem-solving techniques.
- **Audio Software Development**
 - Ability to interpret and design object-oriented systems in the context of audio software.
 - Evaluating and selecting appropriate libraries.
 - Using UML and diagrams to represent audio systems visually.
 - Using the JUCE framework.
 - UI & UX design.
- **Version Control**
 - Using Git to manage source code and ensure safe, efficient software development within a team.
- **Unity, Unreal and FMOD**
 - Implementation of audio directly within Unity and Unreal.
 - Writing scripts to create spatial, dynamic and generative audio systems.
 - Experience using FMOD including creating dynamic and adaptive music systems.

Post-Graduation Work Experience

Although my work post-graduation hasn't been within software design, I have been working to detailed specifications, to hard deadlines.

June 2023 – Present, Freelance Sound Designer and Editor

- Liaising with clients and producing high quality work to their specification, often with tight deadlines.
- Editing music, sound and dialogue in podcasts and short films, mixing and mastering podcasts.
- Track lay, asset creation, spot FX, mixing and mastering for short films, foley recording for short films.

Skills Gained from Previous Career

Throughout my culinary career, I developed many skills that will transfer to the needs of a software developer.

- **Teamwork and Communication**

As a Head Chef leading large kitchen teams, I prioritized effective communication to ensure seamless collaboration, a vital element for the successful functioning of a kitchen.
- **Problem Solving**

Kitchens and restaurants are dynamic, fast-paced environments that present new and unexpected challenges daily. I learned to identify problems and provide effective solutions quickly and calmly during my time in this industry.

- **Time Management**

Whilst working as a junior chef I became effective at managing the busy daily schedule my jobs would demand of me, performing the correct processes at the correct times to ensure timely delivery of my required items.

As I moved into senior and management positions, I gained experience working with longer term projects, such as planning large-scale events or managing the refurbishment and maintenance of kitchens.

- **Work Ethic and Stress Management**

Whilst being rewarding, working as a chef is demanding, stressful and physically strenuous. I learned to work well within these by developing healthy coping strategies to managing stress, such as mindfulness techniques and regular exercise.

Having a strong work ethic helped me flourish within this environment, finding challenging tasks and learning on the job invigorating and motivating. I enjoy working hard, and can work under pressure whilst remaining calm.