Jack Ridley
Software Engineer & Sound Designer

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My joy as a Designer comes from designing for the user; using technical complexity to present user experiences that feel intuitive and expressive. I love the challenge of designing for the unpredictable user, designing tools that enable users to create well beyond what I may have imagined for them.

Education

MSc Sound Design 1st University of Edinburgh | **BA (Hons) Drama** 2:1 Queen Mary University of London

Technical Skills

- Java
- TypeScript
- JavaScript
- C++

- C#
- SQL
- Git
- DSP

- Wwise
- Unity
- Unreal
- Max/MSP

- pureData
- JUCE Framework
- Angular
- python

Experience

Software Engineer - Accolite Digital (Glasgow)   2022 - present

As an Accolite consultant, I work full-time within an Agile team at Morgan Stanley, working on internal web applications built with Java and Typescript as a full stack developer.

- Received training in Java, Spring Boot, Typescript, Angular, HTML, CSS, Agile, and Git
- Given particular responsibility for consolidating UI and UX of applications
- Championed many refactors within my project, reducing codebase lines by over 10%
- Conducted regular code reviews for both Java and TypeScript

Sound Designer - Freelance   2018 - 2021

Designed sound for Theatre, Audiobooks and Podcasts.

- Designed sound effects and composed/recorded music to be used in the live performances
- Programmed sampler systems that I performed live using a MIDI controller
- Narrated, edited and produced audio for audiobooks. Mastering to distrubution standards
- Won IBPA Benjamin Franklin Gold Award 2022, Audiobook: Fiction for my work on *Brilliant White Peaks*

Notable Projects

Research Project - "Sonic Gestures: Investigating Joy in Physical Sound Interactions"

- Designed interface software for max/MSP and the LeapMotion hand tracker using Unity and C#
- Designed software for 11 distinct hand-controlled sound interactions using max/MSP
- Investigation focused on inuitivity vs. expressivity in creating joyful interactions

Mechanical Sounds Audio Plugin

- Audio Plugin synthesiser built using C++ and the JUCE Framework
- Used physical modelling principles to create sounds of engines, motors, and fans
- Code is available on my github: https://github.com/ridleyjj/MechanicalModelling_JUCE