

Russell McClellan

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Profile

I am a software developer interested in synthesizers, programming languages, math, and other tools for creative expression.

Technical Skills

- Programming - professional experience with C++ (11), Javascript (CoffeeScript, node.js), Python (NumPy, SciPy), Octave
 - DSP algorithms - especially audio effects and musical synthesis
 - Debugging and optimizing software at the x86/amd64 assembly level
 - Embedded programming - C, AVR, ARM, and x86 assembly
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Work Experience

- 2009- Software Developer, Mark of the Unicorn, Cambridge, Massachusetts
- Researched novel techniques for high-quality time stretching of audio
 - Created and expanded tools for musicians on Mac and Windows using C++
 - Developed browser-based mixing board control software using CoffeeScript
- 2008 Software Intern, Line 6, Calabasas, California
- Developed embedded C code for a portable sound recorder
 - Used ARM assembly to explore guitar processing on portable devices
- 2006-2009 Teaching Assistant, Caltech, Pasadena, California
- Created lectures and programming exercises for a variety of courses, including a student-taught course on GPU programming.
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Education

- 2009 B.S. in Computer Science, California Institute of Technology, Pasadena, CA. GPA 4.0
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Technical Hobbies

- Analog Electronic Design, especially voltage-controlled and other musical circuits
- Programming Languages (in particular Coq, Haskell, Scheme, Agda)
- Coursera - Principles of Reactive Programming (2014, with distinction), Machine Learning (2011, 100%)