Russell McClellan

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Profile

I'm a software developer with a passion for music, math, programming languages, and electronics.

Technical Skills

- Programming C/C++ (including C++11), JavaScript (CoffeeScript)
- DSP algorithms especially audio effects and musical synthesis
- Debugging computer software at the x86/amd64 assembly level
- Embedded programming C, DSP56K, AVR, ARM, and x86 assembly

Work Experience

2009-2013 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

- CS 2. Introduction to Programming Methods An introductory CS class in Java
- CS 171. Introduction to Computer Graphics C++ graphics with and without APIs
- CS 101 Special Topics in Computer Science General Purpose GPU Programming

Education

2009

B.S. in Computer Science, California Institute of Technology, Pasadena, CA. GPA 4.0+

Technical Hobbies

- Programming Languages (in particular Coq and Haskell)
- Analog electronic design, especially voltage-controlled and other musical circuits
- Mathematical Logic, Set Theory, Foundational Math

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