

Russell McClellan

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Profile

I am a professional software developer and amateur electronics tinkerer interested in synthesizers, programming languages, mathematics, and other technologies for creative expression.

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
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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
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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

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