

Sandeep Dasari

M.S. in Computer Science, Music Technology

Passionately curious about all things tech.

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Blog: sandcobainer.github.io/audioblog-/blog/

Skills

Personal:

- Project ideation, design and rapid prototyping
- Agile development
- Scholarly research
- Enthusiastic learner
- Team communication

Technical:

- Progressive Web apps
- Application design
- Audio programming
- UI/UX Design
- Data Visualization/Engineering
- Databases

Coding Languages:

- Python
- HTML, JavaScript (Node, Electron)
- SQL, MongoDB
- Max/MSP
- C++

and anything remotely *debuggable*?

Interests

- Music production
- Hackathons
- Podcasts
- Generative art
- Live coding music
- Interactive Music, AR/VR

Summary

Engineer with a passion towards disruptive audio, product development, and machine learning. My background in Computer Science gives me the tools to express myself as an innovative designer and multi-media programmer.

Experience

Aug'19 – current *Graduate Researcher* / Georgia Tech Center for Music Technology

- Genetic algorithms in live coding music: Evolutionary algorithms, Dimensionality Reduction, Visualization)
- Music in STEM education, interactive/generative music, data visualization, progressive web applications, Drupal development

May'20 – Aug'20 *Engineering Intern (R&D Audio)* / Qualcomm Inc.

- Developed an Electron JS app (Mac, Windows and Linux) for batch audio fingerprinting.

Jan'19 – Aug'19 *Machine Learning Engineer* / Bellwether Inc.

- Reinforcement learning for real time decisions on checkout pages

Apr'18 – Dec'18 *Student Web Developer* / K-State Global Campus

Aug'16 – Apr'18 *Graduate Researcher* / Kansas State University

- Computer Science: Highway crash prediction using geospatial time series data: MongoDB, JS, Python
- Arts: Gesture recognition using Leap Motion and SVMs
- Architecture: Geospatial air pollutant visualization JS, SQL

Education

Aug' 2018 – Dec'2021 , Georgia Institute of Technology

MS, Music Technology

GPA: 4.0

Relevant coursework:

- Music Information Retrieval
- Audio Software Engineering
- **Primary author publication:** [Directed Evolution in Live Coding Music](#), *Joint Conference on AI and Musical Creativity, 2020.*

Aug' 2016 – Dec' 2018, Kansas State University

MS, Computer Science

GPA: 3.7

Relevant coursework:

- Database Management Systems
- Data Structures and Algorithms

Projects

- **Music Information Retrieval:** Clustering audio files using Unsupervised Learning & Dimensionality Reduction
- **Digital audio:** Websamplr Max4Live device: Sample anything on the web
- **Computer Vision:** Gesture Recognition, Scene recognition, 2D to 3D reconstruction in images using PyTorch, NumPy, SciPy
- **Web technologies:** Progressive web application using NodeJS, Web Audio API, PixiJS
- **NLP web app:** Parsing YouTube podcasts to generate data using Named Entity Recognition