

Education**The University Of Michigan**

Expected Graduation: May 2023

B. S. Performing Arts Technology - Audio Engineering**B. S. E. Computer Science** - College of EngineeringCurrent GPA: **3.51/4.00**

Coursework: Studio Recording and Production, Data Structures & Algorithms, Discrete Mathematics, Music Theory, Acoustics and Psychoacoustics, Electronic Music Arrangement, Immersive Media Design.

Experience**Immersive Media Assistant**

Jan 2019 - Present

- Assisted Dr. Anıl Çamcı with research in ambisonics and motion capture systems.
- Co-authored a quick-start manual for the usage of qualtrics motion capture system in combination with external applications such as Max/MSP.
- Designed an interface for easy usage of ambisonic systems through the ICST ambisonic library.
- Researching the accuracy of ambisonic systems in acoustically imperfect spaces through a user system. This project used Max/MSP, ICST ambisonics library, Javascript, and Qualisys Motion Capture System.

Media Assistant I

Sep. 2019 - Present

- Instructed training sessions for the certification of students in the dunderstadt studio spaces.
- Experience assisting large recording sessions for student and staff projects (setting up mics, routing signal etc.).
- Experience working with digital and analog recording technology including audio network systems such as DANTE.

Projects**For more project information and demos visit my website, sdsmit.github.io.****FeedBack - PAT 451 Project**

April 2020

- Created a multimodal instrument inspired by eclectic audio/visual equipment and the acoustic phenomenon, feedback.
- Built using Max/MSP for sound design and data management.
- Designed a reactive animation system in processing.
- Created an interaction model to amplify the effects of data loops within the system.
- Ultimately explored human interaction with media interfaces in a creative setting.

Sonic Surfer - PAT 451 Project

Mar. 2020

- Created a multimedia game which integrated spatial audio and unique human-computer interaction.
- Created a controller with force sensing resistors on a platform to detect where the player was leaning
- Built using Max/MSP for digital synthesis, binaural audio processing, and data processing.
- Ultimately showed the viability of non-visual game experiences.

Great Green Room - Independent Project

Nov. 2019

- Created a self written, produced, and engineered jazz rock album.

Tweet Sonifier - EECS 183 Final Project - 1st place

Dec. 2018

- Created a program to express tweets in the form of audio.
- Built in Python with PyAudio and Tweepy.
- Utilized FFT analysis and natural language processing to sonify text.
- Ultimately explored a future of sonification in the age of data.

Audio/Visual Resampler - Music Makethon - 1st place

Nov. 2018

- Created a program to create new audio visual experiences based on the live performance of a musician.
- Built using C++ and JUCE for audio processing and Max/MSP for video processing.
- Ultimately showed a possibility of audio reactive visuals in a live performance setting without traditional video editing and animation processes.
- Featured in [EECS department newsletter](#).

Skills**Great With:** C++, Python, Audio Engineering, Max/MSP, Git.**Good With:** PortAudio, Sound Design, Processing, Java, Javascript.**Familiar With:** JUCE, Protools, HTML, CSS, Unity.**Organizations****Audio Engineering Society U-M Student Section - Vice Chair**

Jan. 2019 - Present

- Organized logistics of annual Mix/Remix competition including securing sponsorships from companies such as Ableton, Avid, and Shure.
- Applied for funding from national AES organization and UofM student government for a cable-building workshop and a networking event.
- Worked with UofM faculty to judge Mix/Remix and instruct cable building workshop.