

**Education****The University Of Michigan**

Expected Graduation: May 2022

**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 &amp; 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 Max/MSP and the ICST ambisonic library.
- Researching the accuracy of ambisonic systems in acoustically imperfect spaces through a user system.

**Media Assistant I - Duderstadt Center**

Sep. 2019 - Present

- Instructing training sessions for the certification of students in the duderstadt studio spaces.
- Experience assisting large recording sessions for student and staff projects (setting up mics, routing signal etc.).

**Projects****Sonic Surfer**

Mar. 2020

- An interactive multimedia game which integrated spatial audio and unique human-computer interaction.
- Challenges ideas of what games are, how the player interacts with them, and how they reward the player.
- Original sound design, interaction model, visual feedback system, and hardware design.

**Tweet Sonifier**

Dec. 2018

- 1st place winning project at EECS 183 Project Showcase 2018.
- Built using python and the portaudio library to create a tweet sonifying installation piece.
- Used audio analytic algorithms in correlation with natural language processing models to create unique sonifications for every tweet.
- Sonifications were composed by resampling existing audio clips from a variety of sources.

**Audio/Visual Resampler**

Nov. 2018

- 1st place winning project at Project Music's Music Makethon 2018 - Ann Arbor.
- Used signal from any instrument to resample songs and videos through spectral comparisons.
- Experience working on a software development team using git/scm.

**HeartSynth**

Nov. 2017

- Combining original hardware and software into an interactive installation that outputted sound and visualizations.
- Integration of biofeedback sensors (heart rate monitor), this data was mapped to parameters of the audio and visual synthesis.

**Skills****Great With:** Max/MSP, Audio Processing, Studio Recording, C++, Python, Logic Pro X, Ableton Live, Github/scm, Adobe Suite.**Good With:** PortAudio, Sound Design, Processing, Java, Javascript, AutoCAD.**Familiar With:** JUCE, Protocols.**Organizations****AES U-M Student Section - Vice Chair**

Jan. 2020 - Present

- Experience organizing financials/logistics of Audio Engineering Society events and competitions.

**Men's Glee Club - Member**

Sep 2018 - Present