Sam Smith

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Education

The University Of Michigan
Expected Graduation: May 2023

B. S. Performing Arts Technology - Audio Engineering
B. S. E. Computer Science - College of Engineering
Current 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. Anīl Çamci 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. This project used max/MSP, ICST ambisonics library, Javascript, and Qualisys Motion Capture 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.).
- Experience working with digital and analog recording technology including audio network systems such as DANTE.

Projects

Please reference my website (https://sdsmit.github.io) for more information and demos.

FeedBack
April 2020

- An multimodal inspired by eclectic audio/visual equipment and the acoustic phenomenon, feedback.
- Original sound design and animations generated with data from a pair of custom built gloves.
- Designed using an Arduino, Max/MSP, and processing.

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.

Great Green Room
Nov. 2019

- Self written, produced, engineered, jazz rock album.

Tweet Sonifier
Dec. 2018

- 1st place winning prize at the EECS 183 winter showcase, beating nearly 300 projects.
- Utilized natural language processing algorithms to create unique sonifications of tweets.

Audio/Visual Resampler
Nov. 2018

- 1st place winning prize at Project Music Makethon 2018 - Ann Arbor
- Audio visual controller based around spectral comparisons of analog signal.

Skills

Great With: C++, Python, audio engineering, Max/MSP, Git/scm.

Good With: PortAudio, Sound Design, Processing, Java, Javascript.

Familiar With: JUCE, Protools, HTML, CSS.

Organizations

Audio Engineering Society U-M Student Section - Vice Chair
Jan. 2019 - Present

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

Men's Glee Club - Member
Sep. 2018 - Present