

Education**The University Of Michigan**

Expected Graduation: Dec 2022

B.F.A. Performing Arts Technology - Concentration in EngineeringGPA: **3.58/4.00**

Coursework: Acoustics and Psychoacoustics, Studio Recording and Production, Immersive Media Design, Digital Signal Processing.

Minor in Computer Science - College of Engineering

Coursework: Algorithms, Data Structures, Discrete Math, Theory of Computation, Computer Organization, Linear Algebra, Statistics.

Experience**Software Engineering Intern - Apple**

June 2021 - Dec. 2021, Summer 2022

- Contributed to an audio plug-in suite designed for creating spatial audio content.
- Contributed to audio algorithms in C++/JUCE such as beamforming, sound field rotation, and zoom.
- Prototyped audio algorithms in Matlab.
- Created a test suite for ensuring C++ audio algorithms conformed to results produced in matlab.

Immersive Media Assistant - The University of Michigan

Jan 2019 - Present

- Assisting Dr. Anıl Çamcı with research in Ambisonics and motion capture systems.
- Researching the accuracy of ambisonic systems in acoustically imperfect spaces.
- Designed a GUI for easy usage of ambisonic systems through the ICST Ambisonic library.
- Research published in **F2021 AES Conference Proceedings**: <https://bit.ly/2YYfsoT>

Projects**Please visit my website for more project information and demos:** sdsmit.github.io.**Tweet Sonifier** - EECS 183 Final Project - 1st place (out of 300)

Dec. 2018

- Awarded 1st place by representatives from **JPMorgan & Chase**.
- Created a program to express tweets in the form of audio: ultimately exploring a future of sonification in the age of data.
- Utilized Fast-Fourier Transforms and natural language processing to sonify text.

Sonic Surfer - PAT 451 Project

Mar. 2020

- Created a multimedia game which integrated spatial audio and unique tactile human-computer interaction which showed the viability of non-visual game experiences.
- 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.

Audio/Visual Resampler - Music Makethon - 1st place (out of 3)

Nov. 2018

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

SimpleDelay - Independent Project

Aug. 2020

- Created an open source tape delay plug-in with simple controls built in C++/JUCE.
- Implemented a circular buffer to handle delay signal and implemented a soft-clipping algorithm.

Skills**Great With:** C++, JUCE, Audio Engineering, Max/MSP, Git.**Good With:** PortAudio, Sound Design, Processing/P5.js, Java, Javascript, DSP.**Familiar With:** Protocols, HTML, CSS, Unity.**Leadership****Audio Engineering Society U-M Student Section - Chair**

Jan. 2019 - June 2021

- Organized logistics of annual Mix/Remix competition including securing sponsorships from companies such as Ableton, Avid, and Shure.
- Applied for funding from the international AES organization and UofM student government for a cable-building workshop, a networking event, and to attend the national conference. Funding totaled over \$1000.
- Worked with UofM faculty to judge Mix/Remix and instruct a cable building workshop. Participation between the events totaling over 40 students.
- Previously held treasurer and vice-chair positions.