

## Education

### The University Of Michigan

Expected Graduation: May 2023

**B. S. E. Computer Science** - College of EngineeringGPA: **3.56/4.00**

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

**B. S. Performing Arts Technology** - Audio Engineering

Coursework: Acoustics and Psychoacoustics, Music Theory, Electronic Music Arrangement, Studio

Recording and Production, Immersive Media Design.

## Experience

### Immersive Media Assistant -

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.
- Co-authored a quick-start manual for the usage of qualtrics motion capture system in combination with external applications such as Max/MSP.
- Designed a GUI for easy usage of ambisonic systems through the ICST ambisonic library.

### Media Assistant I

Sep. 2019 - Present

- Instructed training sessions twice a week for the certification of students in the duderstadt studio spaces.
- Assisted large recording sessions for student and staff projects (setting up mics, routing signal etc.).
- Worked with digital and analog recording technology including audio network systems such as DANTE.

## Projects

**Please visit my website for more project information and demos:** [sdsmit.github.io](https://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.

### FeedBack - PAT 451 Project

April 2020

- Created a multimodal instrument inspired by eclectic audio/visual equipment: ultimately exploring human interaction with media interfaces in a creative setting.
- 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.

## Skills

**Great With:** C++, Python, Audio Engineering, Max/MSP, Git.**Good With:** PortAudio, Sound Design, Processing/P5.js, Java, Javascript, JUCE.**Familiar With:** Protocols, HTML, CSS, Unity.

## Leadership

### Audio Engineering Society U-M Student Section - 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 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.