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: **3.43**/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.).

Stage Manager - Traverse City Film Festival   August 2018
- Set up microphones and sound equipment for bands before and after showings of films.
- Mixed audio for both front of house and stage for shows.
- Managed question and answer sessions between producers, filmmakers, and the audience.

Audio Visual Engineer - Southby Southwest   March 2017
- Ran sound and lights for presentations at the southby southwest arts conference in Austin, TX.
- Experience troubleshooting technical issues such as live skype broadcasts.

Projects

Great Green Room   Nov. 2019
- Self written, produced, engineered, jazz rock album.

Tweet Sonifier   Dec. 2018
- Used natural language processing algorithms to create unique sonifications of tweets.
- 1st place winning prize at the EECS 183 winter showcase, beating nearly 300 projects.

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

HeartSynth   Nov. 2017
- Audio and 3D Visual synthisizer which integrated biofeedback from the user (heart rate monitor).
- Original hardware and software design implemented using c++ and Max/MSP.

Skills

Great With: Audio Engineering, Video Editting, Graphic Design, Logic Pro X, Adobe Suite, Microsoft Office.

Good With: Sound Design, JavaScript, Ableton Live, Final Cut Pro, AutoCad, Mainstage, Protools.

Familiar With: Web Design.

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