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 (sdsmit.github.io) for more information and demos on the following projects.

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
March 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

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

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