Stefan A. Wirler

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Research Interests

Spatial Audio Processing, Microphone Array Processing, Beamforming, Audio Signal Processing, Machine Learning, Virtual Acoustics Perception

Education

Aalto University Espoo, Finland

D.Sc.(Tech) / PhD Acoustics and Audio Signal Processing 2020-present

Department of Information and Communications Engineering, Acoustics Lab

Supervisor: Prof. Ville Pulkki

Friedrich-Alexander-University (FAU)

Erlangen, Germany M.Sc. Electrical Engineering, Grade: 1.5 - "Very Good" - 90/100 2016-2019

Thesis: Impact of Diffuse and Disturbed Reflections on Room Geometry Inference Algorithms

International Audio Laboratories Erlangen - Joint Institution of Fraunhofer IIS and FAU

Regensburg University of Applied Science Regensburg, Germany

B.Eng. Electrical Engineering, Grade: 1.8 - "Good" - 84/100 2012-2016

Thesis: Multichannel Room Impulse Response Measurement for the Determination of Room Acoustic

Electrocacoustics Lab, Regensburg University of Applied Science

Experience

AAC Technologies Turku, Finland

2021-2023 Project Employee

Microphone array design, implementation of beamforming algorithms and development of parametric timefrequency domain spatial post-filtering algorithms for hand-held devices (MATLAB)

Aalto University Espoo, Finland

Research Assistant 2020

Implementation of a real-time binaural rendering system for the evaluation of virtual acoustic perception (Max/MSP)

Fraunhofer IIS **Erlangen, Germany**

Graduate Research Assistent

Implementation of FDN reverberation algorithms for the evaluation and comparison to real-world recordings (MATLAB)

FAU Erlangen, Germany

Research Internship 2018

Implementation and extension of an independent vector analysis algorithm to support block-online processing (Python)

National Instruments Germany GmbH

Application Engineering Intern

Munich, Germany 2014–2015

Others

Aalto University

Espoo, Finland

Teaching Assistant, Acoustics and Physics of Sound

2021-present

Aalto University

Espoo, Finland

Thesis Advisor

Master Thesis

Computer skills

MATLAB	Max/MSP
Python	Assembler
С	 VHDL
C++	LabVIEW

Publications

- [1] Wirler, Stefan, Nils Meyer-Kahlen, and Sebastian J Schlecht. Towards transfer-plausibility for evaluating mixed reality audio in complex scenes. In Audio Engineering Society Conference: 2020 AES International Conference on Audio for Virtual and Augmented Reality. Audio Engineering Society, 2020.
- [2] Wirler, Stefan, Sebastian J Schlecht, and Ville Pulkki. Machine learning based auralization of rigid sphere scattering. In 2021 Immersive and 3D Audio: from Architecture to Automotive (I3DA). IEEE, 2021.
- [3] Wirler, Stefan and Ville Pulkki. Spatial post-filter estimation based on low-order beamformers. In *International Congress on Acoustics*. Acoustical Society of Korea (ASK), 2022.
- [4] Wirler, Stefan, Vasileios Bountourakis, and Ville Pulkki. Space-domain cross-pattern coherence post-filter for speech enhancement with linear microphone arrays. In *Audio Engineering Society Convention 154*. Audio Engineering Society, 2023.
- [5] Wirler, Stefan, Nils Meyer-Kahlen, and Ville Pulkki. Enhancing Spatial Post-Filters through Non-Linear Combinations. In *Audio Engineering Society Convention 157*. Audio Engineering Society, 2024.
- [6] Wirler Stefan and Ville Pulkki. Spatially Selective Sound Capture Based on Aggregated Pair-Wise Similarity Measures. *Journal of Audio Engineering Societ*, 2025. [Accepted for Publication].
- [7] Wirler, Stefan, Nils Meyer-Kahlen, and Ville Pulkki. Synthesizing a Virtual Height Channel from Planar Microphone Arrays. In *EUSIPCO*, 2025. [Accepted for Publication].

[&]quot;Real-time Implementation and Evaluation of Acoustic Occlusion in Virtual Reality", Andrés Ortiz Pachón, 2021

[&]quot;Evaluation of Pair-Wise Similarity Spotforming Algorithm on Real Omnidirectional Signals and Ambisonic Signals with Search for Improvements on the Algorithm", Antoine Souchaud, 2024

[8] Nils Meyer-Kahlen, Daniel Rudrich, Manuel Brandner, **Wirler, Stefan**, Simon Windtner, and Matthias Frank. **Diy modifications for acoustically transparent headphones**. In *Audio Engineering Society Convention 148*. Audio Engineering Society, 2020.