Trijeet Mukhopadhyay

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EDUCATION

Stanford University, Class of '17 (B.S. Computer Science)

Relevant Coursework (by Spring '15): Computer Systems and Architecture; Web Applications; Computer & Network Security; Design & Analysis of Algorithms; Software Design for Music; User Interface Design and Evaluation; HCI & Interaction Design Studio.

WORK EXPERIENCE

UI/UX Designer, EagerPanda (May '13 - August '14)

http://eagerpanda.com/

• Designed mockups and interfaces (Photoshop/Sketch), and built prototypes in code for various components of the web product with an emphasis on creating a sublime reading and content discovery experience for the web.

• Collaborated with the co-founders to create product wireframes and low-fi prototypes of features like the newsfeed, article consumption and creation flows, user profiles.

SELECTED PROJECTS

Fingerboard (Objective-C / C++ / Synthesis Toolkit) https://github.com/trijeetm/Fingerboard

A wind based continuum instrument based off the physical model of a clarinet. Breath pressure is processed from the mic, and finger positions are mapped to a quantized scale (with variable portamento) and vibrato.

BinauralMan (Objective-C / C++ / BASS for iOS) https://github.com/trijeetm/BinauralMan

An binaural audio based game for iOS. Features a player in a virtual world who can hear objects around itself spatialized with respect to location and the (compass) heading of the player's device.

L'accompanier (C++ / OpenGL / FluidSynth) https://ccrma.stanford.edu/~trijeetm/l'accompanier/

A live drums and bass accompanier for MIDI keyboardists to jam/perform with. Implemented an audio-visual system which learns from your playing style to synthesize musically coherent drums and bass with visualizations showing how the algorithm generates accompanying music.

Flow (Ionic / AngularJS / SASS / Photoshop) http://stanford.edu/class/cs147/projects/creation/flow/

An iOS productivity app to help creative people streamline their projects by providing a tool to catalog inspiration, brainstorm, schedule tasks and obtain feedback on their work. Designed paper and digital mobile interfaces and developed a hi-fidelity prototype.

Ba-dum-tss! (C++ / OpenGL / FluidSynth) https://ccrma.stanford.edu/~trijeetm/ba-dum-tss/

Designed and implemented a step sequencer for drums, bass & chords to create interactive music, with the objective of making music creation more accessible.

Alan's Psychedelic Breakfast (C++ / OpenGL) https://ccrma.stanford.edu/~trijeetm/alan's-psychedelic-breakfast/

A visualizer for real-time audio. Implemented a low-level audio-visual system which analyzes real-time mic input to learn characteristics of the sound (like beats, frequency waveforms, bass hits), and generate "trippy" visual effects in sync to the sound it hears.

hack-dj (ExpressJS / Compass / Jade / Spotify API) https://github.com/anunayk/hack-dj

A web-app to create crowd controlled playlists and stream them for live events like parties, hackathons, restaurants. Developed at LAHacks.

Quizr (Javascript / HTML5 / CSS3) http://quizr.me/

A platform for modern quizzing enthusiasts where you can create quizzes, share them with your friends, and attempt other quizzes yourself. Undertook the role of lead designer and front end developer for the project. Winner at /lisa (hackathon at IIT-Delhi).

STUDENT ORGANIZATIONS

Officer, BASES Tech Team (Fall '13 - Spring '14)

BASES is the largest student entrepreneurship group on campus, dedicated to empowering entrepreneurs at Stanford and beyond through its immersive programs and powerful network.
Developed the official BASES website; worked on internal tools and applications for other BASES teams.

LANGUAGES

C, C++, JavaScript, HTML5 & CSS3, Obj-C, Ruby On Rails, OpenGL, ChucK.

SOFTWARE

Photoshop, Sketch, Illustrator, Blender.

INTERESTS

Music composition / improv, computer music, soccer, culinary arts.