

RICHARD VISO

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EDUCATION

Stanford University

BS in Symbolic Systems, concentration in Computer Music

Stanford, CA

June 2024

GPA 3.81 / 4.00 | Relevant Coursework: Programming Abstractions, Operating Systems, Computational Theory, Statistics for Computer Scientists, Linear Algebra, Computer-Generated Sound, Digital Signal Processing

Asheville School

GPA 4.88 / 4.00 | Titles and Awards: Ranking Scholar, Head Prefect,

Asheville, NC

May 2020

Distinction in Computer Science, The Harvard Book Award, Headmaster's Leadership Award, North Carolina Honors Chorus, Football Team Captain

Skills: C, C++, Python, JavaScript, jQuery, React.js, Next.js, HTML, CSS, Git, GitHub, GitLab, unit tests.

WORK EXPERIENCE

Dolby Laboratories

Audio Entertainment Engineering Intern

San Francisco, CA

June 2023 – Dec 2023

- Ported 5 substantial features from Python research codebase to C engineering codebase to improve the performance and latency of main algorithm for 2 releases
- Designed and implemented an internal Python application to map speaker data
- Created C++ unit tests from impulse response data (wavs / JSONs) to ensure optimal performance
- Implemented a C module for the frequency dependent windowing of IRs to improve a novel algorithm
- Presented my progress to members of the Entertainment department (100+ people)
- Communicated with research and engineering staff to pick up tasks and ensure code coverage
- Contributed to bi-weekly development meetings between the engineering and research teams
- Leveraged Git for version control and used GitLab to solve complex merge conflicts
- Practiced SCRUM methodology

Stanford University

Scenic Technician for Theatre and Music

Stanford, CA

Nov 2022 – June 2023

- Developed skills in sound design, acoustics, and theatrical lighting
- Managed the acoustic design and treatment of a new studio on campus
- Prepared sets for 3 theatre productions attended by 1000+ people
- Mediated between actors, teachers, and students to promote a healthy working environment

Corporate Services, LLC

Software Engineering Intern

Baton Rouge, LA

March 2021 – June 2021

- Shadowed lead developer and contributed to bi-weekly development meetings
 - Learned about using C# and .NET framework for the development of rental software
 - Leveraged regular expressions to refactor a Python codebase
 - Created unit tests and debugged 7 new features
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INDEPENDENT SOFTWARE DEVELOPMENT

Aug 2019 – present

- Developed and backtested a momentum-based trading strategy in Python
 - Leveraged the JUCE C++ framework to create a VST3 audio plugin
 - Engineered a wearable MIDI controller from scratch to control audio effects with foot gestures
 - Created a MIDI arpeggiator that quantized serial MIDI data to unique rhythms
 - Captured and processed my own IRs with ChuckK to implement a convolution reverb application
 - Researched Natural Language processing to implement a text summarization algorithm
 - Currently developing a data-focused audio and video editor in C
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Interests and hobbies: Writing, composing, and recording music with others (well-versed in Ableton and Pro Tools). Performing live music (vocals and guitar). Also passionate about powerlifting and general fitness.