Richard Viso

(225) 287-0149 | richardnviso@gmail.com | LinkedIn | My Portfolio

---

EDUCATION

Stanford University   **Stanford, CA**
BS in Symbolic Systems, concentration in Computer Music   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   **Asheville, NC**
GPA 4.88 / 4.00 | Titles and Awards: Ranking Scholar, Head Prefect,   May 2020
Distinction in Computer Science, The Harvard Book Award, Headmaster's Leadership Award, North Carolina Honors Chorus, Football Team Captain

Full Stack Skills: C / C++, Python, JavaScript / Typescript (jQuery, Node.js, React.js, Next.js), HTML, CSS, Git / Version Control, Basic Relational Database Management.

WORK EXPERIENCE

Dolby Laboratories   **San Francisco, CA**
Audio Entertainment Engineering Intern   June 2023 – Dec 2023
- Implemented 5 substantial features in C engineering codebase for 2 commercial releases
- Worked with researchers to port Python algorithms to C
- Designed and created an internal application using Python, JavaScript (Next.js), CSS, and HTML
- Wrote 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   **Stanford, CA**
Scenic Technician for Theatre and Music   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   **Baton Rouge, LA**
Software Engineering Intern   March 2021 – June 2021
- Shadowed lead developer and contributed to bi-weekly development meetings
- Leveraged regular expressions to refactor a Python codebase
- Created unit tests and debugged 7 new features
- Learned about using C# and .NET framework for the development of rental software

---

INDEPENDENT SOFTWARE DEVELOPMENT   Aug 2019 – present

- Implemented a chatbot application (Python / Next.js / SQL) to interface with the OpenAI API
- Developed and back tested a momentum-based trading strategy in Python
- Leveraged the JUCE C++ framework to create an original 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
- Used Google's NLP framework to implement a text summarization algorithm
- Currently developing a data-focused audio and video editor in C

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.