Walker Davis

Los Angeles, CA • (530) 575-0797 walkerdavismusic@gmail.com • walkerbeats.com

Education

• Stanford University, CCRMA

September 2016 to June 2017

Master of Arts in Music, Science, and Technology: GPA 3.811

 Studies in Spatial Audio, Sound Recording, Electronics, Mixing, Design, DSP, and Psychoacoustics

• University of California, Irvine

September 2007 to June 2011

Bachelors of Music, Emphasis in Jazz Saxophone: GPA 3.630

• Studies in Instrumental Performance, Improvisation, Composition, Western Music Theory and History, and Ethnomusicology

Work History

Freelance Audio Work and Consulting

California

Audio Recording, Mixing, Producing, and Programming

July 2017 to Present

 Provided the services listed above to clients for their musical, film audio, and/or programming projects

UC Irvine COSMOS Summer Science Camp

Irvine, CA

Audio Programming and Recording Instructor/TA

July 2017 to August 2017

 Presented lectures and held lab sessions teaching students how to use Swift, Xcode, Audacity, and GitHub. Helped students record and process field recordings for sound spatialization in their iOS apps.

Beethoven Boy Productions

Los Angeles, CA

Recording and Mixing Engineer, Producer, Instrumentalist July 2011 to September 2016

 Recorded, mixed, and produced music for clients and myself. Taught individual private instruction and held group classes in music production, theory, and instrumental technique.

Software Experience

- Pro Tools 12, Logic Pro X, Ableton 10 Suite, Maschine 2, iZotope, NI, UA
- C++, Python, Matlab, Swift, Faust, JUCE, Arduino, Xcode, QT Creator
- Unity 3D, Wwise, Max MSP, Sibelius, PsychoPy
- Microsoft Office, Adobe Photoshop and Illustrator, FinalCut Pro X

Projects

• 5.1 Surround Commute

Stanford M192C: Sound Recording and Mixing

Composed, recorded, and mixed sound effects and several genres of music in and 5.1 Surround and Binaural, recreating my daily commute from San Francisco to Stanford.

• Music Creation VST Plug-Ins

Stanford M256A: Music, Computing, and Design: Computer Music

Built multiple Audio Effects and Synth Plug-ins using C++, Faust, and JUCE. Used each plug-in for their own beat and video product demo.

Video Game Design for Educational/Neural Training

Stanford M257: Neuroplasticity and Musical Gaming

Designed video games in Unity3D to train auditory skills and neural mappings.

Sonic Paintbrush with Stanford MFA, Joe Ferriso

Stanford M250A: Physical Interaction Design for Music

Developed a color-reading and sound-emitting 'Paintbrush' using Arduino and Max MSP.

• Longterm Absolute Pitch Retention in Music with and without Vocals

Stanford M251: Psychoacoustics and Music Cognition

Conducted an experiment that tested how successful subjects were in determining if a selected piece of familiar music had been pitch-shifted up, down, or not at all