Regis Verdin

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Education

MS in Music Technology
Georgia Institute of Technology
8/2014 - 5/2016

BA in Music Composition
University of California, Santa Barbara
9/2005 - 6/2011

Work Experience

Lead CS Curriculum Developer, GRA
@ EarSketch, Georgia Tech Center for Music Technology
8/2014 - 1/2016

- Wrote and maintained an online AP computer science curriculum for EarSketch, a music-coding web app.
- Wrote code examples in Python and JavaScript.
- Helped run a teacher professional development session.
- Co-led a workshop at the SIGCSE 2015 conference.

Special Events Planner
@ Off the Grid SF
3/2013 - 5/2014

- Planned and ran events involving food trucks, including public festivals and private catering.
- Coordinated with clients, local government, permitting agencies, and mobile food vendors.

Research Intern
@ Gladstone Institute of Virology and Immunology, UCSF
Summers 2004 & 2005

Awards

Moog Hackathon 2015:
Honorable mention for building a wireless beach-ball controller for a modular synthesizer.

UCSB Corwin Awards 2008:
2nd place in ElectroAcoustic Composition
3rd place in Chamber/Solo Composition

Technical Skills

Most experienced with:
Objective-C, iOS, Matlab, Python, JavaScript, HTML/CSS, Max/MSP

Some experience with:
Java, Unity3D, C, SuperCollider

Selected Coursework

Individual Research Projects:
Built an iOS app for complex rhythm audio/midi sequencing, and several web audio apps.

Music DSP:
Implemented a phase vocoder, delay-based modulation effects, dither/noiseshaping, and a limiter/compressor.

Computational Music Analysis (MIR):
Implemented a bird song classifier using machine learning and musical segmentation techniques.

Tech Ensemble:
Built an interactive system for improvising with a robot drummer, using machine listening.

Interactive Music:
Built a realtime interactive composition for guitarists using transition matrices in Max.

Citizenship

USA, EU