

Paul Batchelor

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Education

Center for Computer Research in Music and Acoustics
Stanford University, Stanford, CA 2015-2017
MA in Music, Science, Technology

Berklee College of Music, Boston, MA 2010-2014
Bachelor of Music in Electronic Production and Design, Summa Cum Laude

Skills

Languages

C, C++ (proficient), Csound, FAUST, Lua, Python (proficient), Perl (proficient),
Bash/Shell, sed/AWK, Scheme (proficient)

Audio

DAW Plugin Development, Audio Digital Signal Processing, JUCE, MATLAB/Octave,
Numpy/SciPy, Mixing, Studio Recording, Sound Design, Pro Tools, Reaper,
Renoise, PD

Embedded Devices

Arduino/AVR, STM32F series ARM boards, Raspberry Pi

Graphics

OpenGL, Blender, Inkscape, GIMP, LaTeX

Software Engineering

Linux, Git/Github, Trello, Jira, Agile, GDB, Valgrind, Prior experience in: Mer-
curial SVN, Puppet, Chef, Vagrant, Docker

Experience

QuBit Electronix

Summer 2016

Research and Development in floating point ARM devices. Also helped integrate
modern software practices with the team through tools like Git and Trello.

Google ATAP

Winter 2016

Part of the project SOLI alpha developers program. Created proof-of-concept
music software that used microgestures to control realtime audio synthesis pa-
rameters via the Soli.

Safari Books Online

Summer 2014 - Spring 2015

Systems Administrator intern. Learned about systems engineering practices and
gained experience with team and project management.

BT, Leap Motion, Boulanger Labs

Fall 2013

Lead instrument designer for Leap Motion app Muse.

Boulanger Labs

Fall/Spring 2012-13

Sound designer, developer, and product tester for iPad App csSpectral.

Berklee College of Music

Fall 2013

Tutor for Max/MSP, Csound, and audio programming.

Projects

Soundpipe

2014-present

Lightweight music DSP library written in C. Main synthesis engine for iOS audio
framework AudioKit. 390+ stargazers on Github.

Ethersurface

2014

Musical instrument for Android. 4.6 stars and over 10,000 downloads on the
Google Play store.