Aaron Krajeski

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Education

2011–2013	**M.A. Music Technology**, *McGill University*, Montréal.
2005–2009	**B.S. Physics**, *The College of William & Mary*, Williamsburg, VA.

Master's thesis

title	*A Flexible Tool for the Visualization and Manipulation of Musical Mapping Networks*
supervisors	Marcelo Wanderley
description	Developed a modular javascript browser-based user interface for mapping arbitrary musical control parameters to sound synthesis inputs.

Work

2016-Present Software Developer, *ScribbleChat*, New York.
Lead developer for 3D graphics design and implementation
- Developed effects using THREE.js and webgl
- Worked with AR and iOS
- Created graphics assets in Photoshop/Maya/After Effects/etc.
- Developing an API with our effects interface

2015–2016 Algorithmic Composer, *Humtap*, San Francisco.
Primary developer in charge of algorithmic music composition
- Used machine learning techniques to create song structure and chord progressions
- Analyzed and visualized user data
- Interfaced with musical composers to codify and implement their ideas
- Optimized the audio rendering process

2014–2015 Software Developer, *PLAYMIND*, Montréal.
Served as the liaison between the art and technical teams for interactive projects
- Technical Artist for The Innerfriend, a kinect-based XBOX One game
  - Optimized GPU code, wrote shaders
  - Authored general purpose GPU programs in DirectCompute for the simulation of physical systems like complex colliders and jellyfish tentacles.
- Software developer for the city of Joliette Québec's 150th anniversary installation
- Software developer for *Ma Vie Comme Rivières* at La Musée Regional D'Argenteuil. An permanent, interactive kinect-based retelling of the geographical and human history of Argenteuil, Québec.

2013–2014 Software Developer, *The Deep Listening Institute*, Montréal.
Developed The Adaptive Use Musical Instrument (AUMI), a musical interface employing computer vision techniques for use in classrooms.

Skills

Languages	Python, C++, Javascript, C#
Graphics	OpenGL, OpenCL, Threes.js, Direct3D, CG, HLSL, GLSL, DirectCompute, CUDA
Asset Creation	Photoshop, Maya, Blender, AfterEffects
Frameworks	THREE.js, Unity3D, OpenFrameworks, MaxMSP
Protocols	OSC, MIDI, Kinect, Arduino, Raspberry Pi

References

- Ford Hurley: Lead developer at ScribbleChat. ford@scribble.chat
- Julien Bloit: Technical director at HUMTAP. julien@humtap.com
- Jalil Lalami: Technical director at PLAYMIND. jalil@playmind.com