

## RELEVANT EXPERIENCE

- Graz, Austria  
2012 - present **Institute for Electronic Music and Acoustics PhD. Candidate**  
Systematic sonification of climate data
- Stanford, CA  
2009 - 2010 **Radiation Oncology Audio Researcher**  
Developed an audio-visual feedback application to regulate cancer patients' breathing at the Department of Radiation Oncology.
- Stanford, CA  
2008 - 2009 **CCRMA Graduate Researcher**  
Simulated and sonified human movement with C++ using RtAudio and OpenGL libraries.  
Completed coursework in DSP (using matlab and C++), Compositional Algorithms and Psychoacoustics.  
Implemented a video-based interface for real-time timbre control using neural networks (presented at HCI 2009.)  
Created an application based on the sonification of hand gestures to control instruments (demonstrated at Maker Faire 2009.)  
Composed, coded for and performed as part of Stanford Laptop Orchestra.  
Developed and tested mobile apps, one of which utilized the Twitter API.
- Vienna, Austria  
2006 - 2008 **HCI Research Group UX Researcher**  
Implemented Automated Visuals for Audio using C++ and Bass Audio Library.  
Coordinated research in HCI and usability testing for medical information systems.  
Selected to present at CHI 2006 student design competition in Montreal.  
Managed content for the institute's blog and websites.  
Designed UI and interactions for registration, login, and grading interfaces.  
Mentored undergraduates in research and user interface design

## EDUCATION

- Graz, Austria  
2012 - present **Institute of Electronic Music and Acoustics (IEM)**  
**PhD. in Sonification and Audio Technology**
- Stanford, CA  
2009 **Stanford University**  
**MA in Music, Science, and Technology**
- Vienna, Austria  
2008 **Vienna University of Technology**  
**MS in Computer Science, with specialization in HCI**  
Master's Thesis: "Sonification of Gesture and Motion" - applied quantitative and qualitative research methods to software for controlling sound (Published by VDM Publishing, ISBN 978-3-639-24134-1)

## SKILLS

- Audio Audio editing, processing, sound synthesis, effects and audio algorithms with Max/MSP, Pd, MATLAB, ChuckK, SuperCollider, Adobe Audition, Logic.
- Musical Performance Advanced piano player, composing, coding, and performance with Stanford Laptop Orchestra, composition of contemporary electronic music as well as electroacoustic music.