MAXWELL A. SMITH

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PROFILE

Maxwell is a sound designer, audio engineer, and programmer with a background in virtual reality and interactive sound design. He has a wide range of experience from engineering multi-track recording sessions with large-frame analog consoles to programming his own unique software instruments and live performance systems for guitar.

EDUCATION

Stevens Institute of Technology, Hoboken, NJ – GPA 3.51
B.A. in Music & Technology, Secondary Concentration in Environmental Studies – Dean's List, Honors

IES/University of Freiburg, Freiburg, DE – GPA 3.92
Study Abroad in Environmental Studies and Sustainability, September 2015 – December 2015

EXPERIENCE & EMPLOYMENT

SPECTERRAS, Boston, MA – Sound Designer, Audio Programmer   SEPT 2017 – PRESENT
- Designed a highly detailed ambient soundscape for Virtual National Park tour in Unity.
- Created sound effects and programmed plugins for interactive components of the Virtual Reality experience.
- Edited and processed narration and ambient field recordings for maximum clarity and quality.

Stevens Institute of Technology, Virtual Reality Experiences – Teaching Assistant   JUL 2017 – JUL 2017
- Assisted students in creating their own unique virtual reality experiences from conception to final product.
- Introduced concepts such as scripting and 3D modeling in Unity and Google Blocks.
- Demonstrated various ways of presenting narratives and ideas through immersive technology.

Alex & Jaime, Knights Young Productions – Sound Designer   APR 2017 – JUN 2017
- Recorded, edited, and mixed ambience tracks for full-length independent narrative feature film.
- Assisted lead sound designer with Foley recording, editing, mixing and automations.
- Film features a personal composition and was accepted into the Roxbury Film Festival in Boston, MA.

Soniferous Garden, U.S. National Park Virtual Reality Installation – Creator, Programmer, Sound Designer   MAY 2016 – MAY 2017
- Made several field recordings in U.S. National Parks to be used as materials for virtual reality soundscape.
- Created a virtual reality environment and immersive soundscape in Unity 3D game engine.
- Programmed a procedural audio engine and integrated with Unity to create surround sound music.

Lakehouse Recording Studios, Asbury Park, NJ – Intern   MAY 2016 – AUG 2016
- Engineered various multi-track recording sessions using a Neve 8024 and API 2488 Melville.
- Assisted with session set-up by placing microphones, running cables, and overall session signal flow.
- Maintained studio equipment such as microphones, outboard compressors, and vintage keyboards and guitars.

Electric Lady Studios, New York, NY – Intern   JUN 2015 – AUG 2015
- Set-up and assisted recording sessions, listening events, live performances, and film shoots (HBO).
- Coordinated gear rentals/purchases for studio events and worked with vintage in-house instruments and amps.
- Showed improvement as a worker and was placed in a role of higher responsibility as a General Assistant.

RELATED SKILLS

Audio Engineering	Operation of large frame and digital mixing consoles, microphone placement, analog mixing experience, dynamic/spectral processing, tape machine application, soldering and hardware repairs, audio editing.
Sound Design	Extensive experience with Foley work, ADR, field recording, DSP and synthesis for creation of sound effects, ambience design, DAW workflow, creation of production documents and organizational skills.
Audio Programming	Designed modules for computer music software environments in C, such as modulation synthesis objects, ambisonic spatial audio libraries, and spectral processing modules, programmed procedural audio engines for live music performance and sound design, developed custom libraries for MaxforLive and Pure Data.
Software	Pro Tools, Ableton Live, Ozone 7, Unity, WWise, FMOD, Pure Data, Max MSP, C, MATLAB, Processing, Sibelius.
Related Course Work	Sound Recording (4 semesters), Sound Design, Audio Post Production, Audio Programming, Software Instrument Design, MIDI and Electronic music, Music Theory (4 semesters), Orchestration, Composition, Scoring for Media.