

# Brecht De Man

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## EDUCATION

### QUEEN MARY

#### UNIVERSITY OF LONDON

##### PHD IN COMPUTER SCIENCE

Towards a Better Understanding of Mix Engineering

Sep 2012 – Jan 2017

### MCGILL UNIVERSITY

#### RESEARCH INTERNSHIP

Jul - Oct 2013 | Montréal, Canada

### UNIVERSITY OF GHENT

Sep 2007 – Jun 2012 | Ghent, Belgium

#### MSc IN ELECTRONIC ENGINEERING

Electronic Circuits and Systems

Magna cum laude

MSc thesis: *Active Compensation of*

*Room-Independent Sound Reproduction*

#### BSc IN ELECTRONIC ENGINEERING

Cum laude

### SWISS FEDERAL INSTITUTE OF TECHNOLOGY

#### ERASMUS EXCHANGE, MSc LEVEL

Sep 2010 – Aug 2011 | Zürich, Switzerland

## SKILLS

### PROGRAMMING

C++ • C • Python • Java • MATLAB •

HTML • JavaScript • Shell • LaTeX

### LANGUAGES

English proficiency

Dutch native

French advanced

German intermediate (UZürich: C1)

## OTHER ACTIVITIES

### AUDIO ENGINEERING SOCIETY

- Vice Chair of the Education Committee
- Former Chair of the Student Delegate Assembly, Chair of the London Student Section, and Committee Member of the British Section
- Reviewer of the Journal of the AES
- Helped organise several global conventions, conferences, and student events

## EXPERIENCE

### BIRMINGHAM CITY UNIVERSITY | RESEARCH FELLOW

Mar 2018 – present | Birmingham, UK

### QUEEN MARY | POSTDOCTORAL RESEARCH ASSISTANT

Jan 2017 – Feb 2018 | London, UK

- Revealing the relationship between audio processing parameters/signal features and psychoacoustic assessment, funded by Yamaha Corporation.
- Teaching Assistant for Digital Audio Effects, Procedural Programming, Digital Signal Processing, Real-Time Digital Signal Processing, Software Tools for Engineers, and Sound Recording and Production Techniques

### MIXGENIUS (NOW LANDR) | ASSOCIATE RESEARCHER

Jul 2013 – Oct 2013 | Montréal, Canada

- Investigated perception of music production practices
- Developed and refactored intelligent audio production tools in C++

### UNIVERSITY OF GHENT | SOFTWARE DEVELOPER

Jul 2010 – Aug 2010 | Ghent, Belgium

- Implemented indoor localisation system for mobile robots using IR and dead reckoning (modelling in Python, microprocessor programming in C)

### FREELANCE | MUSIC TEACHER AND SOUND ENGINEER

2005 – present

- Taught piano, drums, music theory, history of jazz/pop, electronic music, and gave rhythm, improvisation, styles and band coaching workshops, on a weekly basis and at 6 summer camps, with **Jeugd en Muziek Brussel** and privately
- Live sound engineer for various festivals in Belgium, government-certified
- Recording engineer for various solo artists, ensembles and bands in London

## PROJECTS

### THE OPEN MULTITRACK TESTBED | PROJECT LEAD

Sep 2013 – present

Led the development of this online repository for multitrack audio and mixes thereof, including a semantic database of metadata associated with the audio to allow searching and filtering. Currently curating content, testing and maintenance (JavaScript, Python, SPARQL, HTML/CSS).

Publication at the 137<sup>th</sup> Convention of the Audio Engineering Society.

### SAFE AUDIO PLUGINS | DEVELOPER AND RESEARCHER

Dec 2013 – May 2014

Research project in collaboration with BCU on capture of musical semantics data from the producer's DAW. Developed a suite of semantic audio effects in C++ for retrieval and storage of settings based on descriptive terms and audio features.

Publication at the 15<sup>th</sup> International Society for Music Information Retrieval conference.

## HONOURS AND AWARDS

2016	Best Poster Presentation	Audio Developer Conference
2014	Best Code	Hacking Audio and Music Research in Taiwan
2014	HARMAN Scholar	AES Educational Foundation scholarship
2014	Honourable Mention	ABTA Doctoral Researcher Awards
2013	HARMAN Scholar	AES Educational Foundation scholarship
2010	1st prize	ETH/Hilti business simulation game
2010	2nd prize	ETH Digital Business Model competition