

Dimitri Diakopoulos

Curriculum Vitae, August 2009

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EDUCATION

Bachelor of Fine Arts in Music Technology (expected) May 2011

California Institute of the Arts, Valencia, CA.

- Emphasis on sound design, programming, composition, audio engineering, musical interface design.
- Coursework: topics in computer science, electrical engineering & robotics, music theory, sound design, synthesis, recording, discrete mathematics, audio engineering, film composition, technical writing, and interactive audio.

WORK EXPERIENCE

Developer, Karmetik Technologies, LLC May 2009 - Present

- Software engineer on multiple projects utilizing C++ for multimedia signal processing and user interface design.

Web Developer, California Institute of the Arts September 2008 - Present
Valencia, CA

- Designed and implemented new website for the Herb Alpert School of Music, music.calarts.edu, utilizing the Drupal content management system.
- Designed and architected the site for the program in Music Technology, music.calarts.edu/~mtiid/

Creative Engineer, AH! Interactive Opera May 2009 - September 2009

- Worked under David Rosenboom, dean of the Herb Alpert School of Music at CalArts to develop an interactive website to accompany a major production, the AH! Interactive Opera, ah-opera.org (currently under construction).
- Constructed a multi-touch table and developed touch-enabled software for a gallery installation to accompany the concert premier.

Student Programmer for NUI Group, Google Summer of Code Summer 2009

- Designed an extensible toolkit in C++ for multi-touch musical interaction utilizing openFrameworks, a cross platform framework for creative programming.
- Authored an open-source drag-and-drop GUI builder named Argos on top of the library, targeting musical production and performance.

Associate Systems Administrator, ACI Worldwide February 2008 - September 2008
Newton, MA

- Supported two enterprise datacenters (production, disaster recovery) as a member of the Unix/System Operations team. On-call 24/7 as assigned.
- Technical asset on a number of system upgrades and projects; wrote documentation and technical specifications.

REFEREED CONFERENCE PAPERS

1. **21st Century Electronica: MIR Techniques for Classification and Performance**
Diakopoulos, D., Vallis, O., Hochenbaum, J., Murphy, J., Kapur, A. in Proceedings of the 10th International Meeting for the Society of Information Music Retrieval (ISMIR). Kobe, Japan, October 2009.
2. **Musical Applications for Multi-Touch Surfaces** Hochenbaum, J., Vallis, O., Atken, M., Diakopoulos, D., Kapur, A. 1st Workshop on Media Arts, Science, and Technology (MAST). Santa Barbara, USA, January 2009.

SKILLS

- Programming Languages: C++, some C#, Processing, Chuck
- Web Development: CSS, XHTML, PHP, Drupal CMS, some Javascript.
- General Software: Adobe Creative Suite 3, MS Visual Studio 2008, Microsoft Expression Studio.
- Sequencers & Editors: FL Studio, Ableton Live, Sonar, Finale.
- Recording & Mixing: ProTools 7.0+, Sound Forge; Microphone selection, placement, Multitrack recording & mixing for 2.1 systems.

MEMBERSHIPS

- International Game Developers Association (IGDA), Student Member.
- Audio Engineering Society (AES), Student Member.
- Interactive Audio Special Interest Group (IASig), Member.

References on Request.

