Emily Pitts · Composer & Sound Designer with a Software Engineering Background
http://emily-pitts.com · emilypitts@gmail.com · (951) 520-3275 · San Mateo, CA

Audio Production Experience

Please see http://emily-pitts.com for music, scoring, and sound design demos.

Sound Designer - Facebook via PRO Unlimited
October 2018 - Present
Worked with the Sound Design team to design and implement sound effects for augmented reality games and masks.

Audio QA Specialist - Facebook via PRO Unlimited
February 2018 - Present
Worked with the audio team to automate testing and build features for Spatial Workstation, a suite of plugins that allows you to spatialize audio for 360 video.

Composition Projects

Table Takes (Short Film Score) • Worked with director Khai Thu Nguyen to score the short film, *Table Stakes*. It was nominated for best short film at San Diego Black Film Festival and selected for showing at SF Docfest.

Sony/SFCM Collaboration • Collaborated with music producers at Sony through SFCM to simulate professional workflow of composing a game theme. Created demo and then prepped scores and stems for live recording. Piece was selected for recording by professional musicians.

SFFilm/SFCM Collaboration • Collaborated with two filmmakers to create scores for their short films. Both pieces were selected for recording at Skywalker Sound.

Software & Tools

DAWs • Extensive experience with Logic Pro X and Pro-Tools (101 and 110 certified)

Interactive Music • Wwise, Max/MSP

Notation • Finale

Other

Familiar with microphones, recording techniques, acoustics, and signal flow. Lifelong pianist.

Completed SFCM Coursework

Composition • Scoring for Media, Private Lessons with media composer Clint Bajakian

Production • Production Techniques in Logic Pro, Mixing, Recording, Mock-up Workshop, Pro-Tools Certification

Interactive Audio • Sound Design, Game Audio, Max/MSP

Education

San Francisco Conservatory of Music
P.S.D. in Technology and Applied Composition, *May 2018*

Massachusetts Institute of Technology
B.S. in Computer Science and Engineering, May 2012

Activities • Four year member of Varsity Swim Team, Computer Science Tutor for Women's Technology Program

Engineering Work Experience

Software Engineer - Clara Labs
September 2015 - July 2017
Architected and built a human-in-the-loop machine learning data pipeline that supports "Clara" -- a virtual assistant that handles the back-and-forth of scheduling your meetings via email.

Software Engineer - Dropcam, acq'd by Nest/Google
January 2014 - September 2015
Built services supporting Dropcam, a cloud-based security camera, including development of an external API, implementation of two-factor authentication for user accounts, and work on motion detection notifications.

Software Engineer - Vistaprint
July 2012 - December 2013
Worked on the Strategic Partnerships team to integrate Vistaprint's ecommerce platform with external partners by building out APIs and creating custom front-end shopping experiences.

Engineering Skills

Experienced builder of interactive web applications and REST APIs. Expert user of Python (Flask), Javascript (React), relational databases and modeling (SQL), HTML, CSS. Experienced with Git (Github), AWS.

Expert grasp on data structures, algorithms, run-time analysis, other theoretical Computer Science concepts. Experience working tangentially to machine learning.

Familiar with Scala, Java, C#, C++, PHP, ActionScript.