Micah Arvey

Developer, Audio Engineer, Musician
3635 Woodland Park Ave N, Apt 322
Seattle, WA 98103

`http://www.micaharvey.com`
micaharvey@gmail.com
206-366-5087

Work Experience

- **Intel Corporation** | Software Engineering Intern. Santa Clara, CA Summer *'12*
  Developed in house software speed profiling tools using TCL and MySQL.
  DFM team under Nikos Troullinos
- **NLP Group** | CURIS CS Research Intern. Stanford, CA Summer *'13*
  Interfaced with existing Statistical Machine Translation research and team software to implement an English to Spanish translation software. Statistical machine learning formulation.
  Stanford Natural Language Processing Group under Chris Manning.
- **Transformative Learning Technologies Lab** | Coding Research Assistant. Stanford, CA *'12*
  Classifying physical actions such as building vs idling through Xbox Kinect.
- **Temple Beth Am** | Guitar Song Leader. Seattle, WA *'08-'10*
  Provided music for services of 200+ people weekly.

Education

1. **MA** in Music (Center for Computer Research in Music and Acoustics), Stanford University *'15*
2. **BS** in Computer Science (Artificial Intelligence Track), Stanford University, *'14*
3. **BA** in Music (Music, Science, and Technology), Stanford University *'14*

Software

- **Mastery** | Desktop | Prototyped game to assist children with childhood trauma. Unity 5.
- **Stairstep** | iPhone multi user step sequencer. MIDI Marimba, piano, drums.
- **Events and Message Forum** | Stanford student only anonymous forum. Ruby on Rails and Git.
- **Teapot Hero** | Musical iPhone game. Destroy falling teapots in rhythmic time to the beat.
- **takeTwo** | Gamification of personal musical composition using OpenGL and melodies.

Skills

- **Computer Languages** | Strong C/C++ and Java, Python, Matlab, HTML/CSS/JS, Ruby, Terminal.
- **Computer Science** | Machine Learning, Artificial Intelligence, Algorithms and Data Structures.
- **Audio Engineer** | Studio recording and Mastering. Live recording of sessions and shows.
- **Digital Signal Processing** | Digital Audio Sound Effects (DAFX), Compression, Distortion, Reverb, DFT, Filters, Acoustic resonance measurement. I/O buffer and low latency audio proficient.
- **Virtual Reality** | Development using Oculus Rift DK2.

Awards and Honors

- National Merit Commended Student. *'10*
- Washington State Honors - Top 10% of graduating class. *'10*