

Richard Eakin, MSc

Creative Software Programmer

CONTACT

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EDUCATION

Master in Sound and Music Computing

Universitat Pompeu Fabra
Barcelona, Spain | 2019

Major in Music, Computing and the Arts

University of California, San Diego
San Diego, CA | 2007

SKILLS

- C++ Programming
- Modern OpenGL
- Audio and DSP
- Unreal Engine Development
- Human Computer Interaction
- Procedural Graphics
- UI Programming
- Shader Programming
- Python Scripting
- Application Architecture

INTERESTS

Music, Visual Arts, Travel, Rock Climbing, Outdoors, Cooking

PERSONAL STATEMENT

I make software for interactive applications, primarily ones that use state-of-the-art graphics, audio, and human interaction. I am drawn to projects that have natural yet challenging solutions, such as physics simulations and interesting scene compositions, and combining these elements with applications that people use every day such as touch screens and permanent installations. I strive to make my work the highest calibre possible.

EXPERIENCE

Creative Software Programmer

Freelance | New York, New York | 2014 - present

Both leading tech development and working with larger teams, completed a wide range of software installations that took place in North America, Europe, and Asia. Designed application architecture for robust systems that spanned multiple computers and immersive displays, many of which utilized human input from devices like touch panels and LiDAR depth cameras.

- Clients include: HBO, Intel, Samsung, Porsche, Time Warner Media, Magic Leap, SK-II, La Mer By the Sea
- Agencies: Framestore, The Barbarian Group, Red Paper Heart, Rare Volume, Antfood, Potion Design, Patten Studio

Interactive Developer

The Barbarian Group | New York, New York | 2012 - 2014

Developed client software such as the Samsung CenterStage project, a multi-screen, high-definition interactive display to showcase Samsung's products at life-size resolution. Prototyped software applications for clients seeking more interactive routes in advertising. As a core developer of the Cinder C++ creative coding framework, completed a rewrite of the cinder::audio namespace and a redesign of the cross-platform application layer, as well as managing community contributions and a number of other components.

- Cinder project page: www.libcinder.org
- Samsung CenterStage project: <https://vimeo.com/99379887>

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Conferences

12th International Conference on Digital Audio Effects (DaFX09)

September 2009, Como, Italy

Paper: Eakin, R.T., Serra, X, "SMSPD, LIBSMS and a Real-Time SMS Instrument"

National McNair Research Conference

August 2006, Berkeley, California

"Manipulating Sinusoidal Models in Real-Time"

UCSD Undergraduate Research Symposium

July 2006, La Jolla California, USA

"Research towards the use of Sound Descriptors within a Real-time Music Environment"

LANGUAGES

English | Fluent

Portuguese | Conversational

Spanish | Conversational

EXPERIENCE (CONTINUED)

Mobile iOS Developer

Fairfax Digital | Sydney, Australia | 2010 - 2012

Developed 'The SMH for iPad' and 'The Age for iPad', hybrid iOS + HTML apps. Implemented advanced multi-threaded networking, offline caching and database storage, alongside state of the art UI development.

- Winner of Swipe 2011 "Best iPad Application"
- Winner of 2011 Australian Mobile Awards for "News / Information"
- App landing page: www.smh.com.au/interactive/ipad-app-landing

Software Engineer

Prezi.com | Budapest, Hungary | 2009 - 2010

Programmed web-based presentation software based on the concept of a zooming canvas. Provided end-users with technical support.

Researcher, Programmer

Music Technology Group, UPF | Barcelon, Spain | 2008 - 2009

Refactored research software for Spectral Modelling Synthesis techniques into a cross platform C library with python bindings and real-time tools in Pure Data.

- libsms project homepage: <http://mtg.upf.edu/static/libsms>
- source code on github: <https://github.com/libsms>

REFERENCES

Andrew Bell

Technical Director

Rare Volume

andrewfb@rarevolume.com

www.linkedin.com/in/andrewfb

Lucas Vickers

Technical Program Manager, Site

Reliability Engineer

Google

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James Patten

Director & Founder

Patten Studio

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Daniel Scheibel

Technical Director / Co-Founder

Red Paper Heart

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