Walker Davis
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Education

- **Stanford University, CCRMA** September 2016 to June 2017
  Master of Arts in Music, Science, and Technology: GPA 3.811
  - Studies in Spatial Audio, Sound Recording, Electronics, Mixing, Design, DSP, and Psychoacoustics
- **University of California, Irvine** September 2007 to June 2011
  Bachelors of Music, Emphasis in Jazz Saxophone: GPA 3.630
  - Studies in Instrumental Performance, Improvisation, Composition, Western Music Theory and History, and Ethnomusicology

Work History

- **Freelance Audio Work and Consulting** California
  Audio Recording, Mixing, Producing, and Programming July 2017 to Present
  - Provided the services listed above to clients for their musical, film audio, and/or programming projects
- **UC Irvine COSMOS Summer Science Camp** Irvine, CA
  Audio Programming and Recording Instructor/TA July 2017 to August 2017
  - Presented lectures and held lab sessions teaching students how to use Swift, Xcode, Audacity, and GitHub. Helped students record and process field recordings for sound spatialization in their iOS apps.
- **Beethoven Boy Productions** Los Angeles, CA
  Recording and Mixing Engineer, Producer, Instrumentalist July 2011 to September 2016
  - Recorded, mixed, and produced music for clients and myself. Taught individual private instruction and held group classes in music production, theory, and instrumental technique.

Software Experience

- Pro Tools 12, Logic Pro X, Ableton 10 Suite, Maschine 2, iZotope, NI, UA
- C++, Python, Matlab, Swift, Faust, JUCE, Arduino, Xcode, QT Creator
- Unity 3D, Wwise, Max MSP, Sibelius, PsychoPy
- Microsoft Office, Adobe Photoshop and Illustrator, FinalCut Pro X

Projects

- **5.1 Surround Commute**
  Stanford M192C: Sound Recording and Mixing
  Composed, recorded, and mixed sound effects and several genres of music in and 5.1 Surround and Binaural, recreating my daily commute from San Francisco to Stanford.
- **Music Creation VST Plug-Ins**
  Stanford M256A: Music, Computing, and Design: Computer Music
  Built multiple Audio Effects and Synth Plug-ins using C++, Faust, and JUCE. Used each plug-in for their own beat and video product demo.
- **Video Game Design for Educational/Neural Training**
  Stanford M257: Neuroplasticity and Musical Gaming
  Designed video games in Unity3D to train auditory skills and neural mappings.
- **Sonic Paintbrush with Stanford MFA, Joe Ferriso**
  Stanford M250A: Physical Interaction Design for Music
  Developed a color-reading and sound-emitting ‘Paintbrush’ using Arduino and Max MSP.
- **Longterm Absolute Pitch Retention in Music with and without Vocals**
  Stanford M251: Psychoacoustics and Music Cognition
  Conducted an experiment that tested how successful subjects were in determining if a selected piece of familiar music had been pitch-shifted up, down, or not at all