

Avneesh Sarwarte

SOFTWARE ENGINEER · MUSIC TECHNOLOGIST · LIVE CODER

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Education

Georgia Institute of Technology

MASTERS OF MUSIC TECHNOLOGY

Atlanta, GA

2017-Present

Princeton University

COMPUTER SCIENCE - BACHELOR OF SCIENCE IN ENGINEERING (CUM LAUDE)

- GPA: 3.5/4

Princeton, NJ

2010-2014

Experience

Georgia Institute of Technology

GRADUATE RESEARCH ASSISTANT (SOFTWARE ENGINEER)

Atlanta, Georgia

Aug. 2017 - Present

- Develop new features for the EarSketch project, an in-browser IDE/Digital-Audio-Workstation that uses music to teach programming (<https://ears sketch.gatech.edu/>).
- Work with AngularJS, WebAudio, and Skulpt to create a programming environment where JavaScript and Python can be used to create songs in the browser.
- Lead major refactoring efforts to ready the project for an open source release.

Yext

SOFTWARE ENGINEER

New York, New York

Oct. 2015 - Dec. 2016

- Contributed to the release of several major Yext products, including Reviews, the Yext Developer Platform, and the now sunset Xone offering.
- Built data visualizations in JavaScript using the D3 and Highcharts libraries.
- Scoped and executed major refactors of our reporting framework to prevent accumulation of technical debt.
- Built and optimized ETL pipelines for aggregating logs from bluetooth beacons and calculating business metrics

Applied Predictive Technologies

SOFTWARE ENGINEER

Washington DC

Aug. 2014 - Sept. 2015

- Built business intelligence software capitalizing on rich data sets.
- Worked in a continuous integration setting to quickly and flexibly deliver client facing features while managing technical debt.
- Worked closely with product managers to help scope features and determine development schedules, as well as participated in design discussions for new features.
- Developed full-stack functionality across the .NET platform.

Publications

(ALL PDFS AVAILABLE ON MY WEBSITE)

- Sarwate, A. 2016. "Calcification and Hybrid Live Coding" Audio Mostly. Norrköping, Sweden, October 4–6, 2016.
- Sarwate, A., and J. Snyder. 2014. "SkipStep: A Multi-Paradigm Touch-screen Instrument" Proceedings of the ICMC|SMC|2014. Athens, Greece, September 14–20, 2014.
- Snyder, J., and A. Sarwate. 2014. "The Mobile Device Marching Band" Proceedings of the International Conference on New Interfaces for Musical Expression. London, United Kingdom, June 30–July 4, 2014.
- Sarwate, A., and R. Fiebrink. 2013. "Expansion on Description-Based Design of Melodies" Proceedings of the Ninth Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE 13). Boston, Massachusetts, October 14–15, 2013.
- Sarwate, A., and R. Fiebrink. 2013. "Variator: A creativity support tool for music composition." Proceedings of New Interfaces for Musical Expression (NIME), Daejeon, South Korea, May 27–30, 2013.

Skills

Programming Languages Python, JavaScript, Java, C#, C, HTML, CSS

Systems and Software SQL, Git, Linux

Audio Software SuperCollider, Chuck, Ableton Live 9, MAX/MSP

Music Guitar, Bass, Hand-drumming, Singing, Electronic production, Algorithmic music

Sports Soccer, Volleyball, Ultimate Frisbee, Martial Arts