

Robby Grodin

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EDUCATION

Bachelors of Science in Computer Science 2008-2012(exp.)
and Music Technology
Northeastern University, Boston, MA

WORK EXPERIENCE

Research Scientist 2011-present
Humans and Automations Lab
Department of Aeronautics and Astrophysics
Massachusetts Institute of Technology

Responsibilities include independent development of a nuclear reactor training simulator in Java, metric calculation algorithms, a front end to display trainee data, and to assist in designing a procedural adherence metric for a graduate student.

Core Java Developer 2010-2011
SMS/MMS Team
Research In Motion
Andover, MA

Responsibilities include maintaining legacy Java code, expanding unit test coverage, and assisting in new feature development for the core messaging team.

Java Developer 2010-2011
Java Music Specific Language
ArgoMusic
New York, NY

Responsibilities included independent development of a MusicXML importer, and maintaining code for the JMSL library under the direction of Nick Didkovsky and Georg Hajdu.

Quality Assurance Engineer 2009-2011
Sonar Team
Cakewalk Inc.
Boston, MA

Responsibilities included maintaining and upgrading C++ code, running tests to ensure proper functionality of software, and collaborating with partners to complete test reports before launch date.

TEACHING EXPERIENCE

Tutor/Teachers' Assistant 2010
Fundamentals of Computer Science II
Northeastern University
Boston, MA

Assisted professor Viera Proulx with lectures, development of the TeachMusic educational Java music API, and led two weekly lab sessions.

GUEST LECTURES

Designing A New Musical Interface, Northeastern University Association of Computer Machinery 2011

Open Source Software: The Voice of The User, Northeastern University New Product Development Course 2011

Toscanini: A Gestural Music Interface, Barcamp Boston 2011

SuperCollider: Coding Music, Northeastern University Association of Computing Machinery 2010

Designing a New Musical Interface, Tufts University, Electronic Musical Instrument Design Course 2010

RESEARCH EXPERIENCE

Brain2Music 2011
Northeastern University College of Engineering
Boston, MA

Assisting Professor Deniz Erdogmus in creating an interface for real-time algorithmic composition using data from EEG measurements. Responsibilities include coding in Max/MSP.

Versatile String Robot 2011
Northeastern University College of Engineering
Boston, MA

Assisting a group of mechanical engineering students in their capstone project to build an arduino robot that can bow, hammer, and pluck a string instrument. Responsibilities include coding arduino sketches, and assisting in the final robot design.

Toscanini: A Gestural MIDI Interface 2010
Independent Research
Boston, MA

I built the Toscanini Gestural Interface in Max/MSP as a platform for motion sensitive musical applications. The interface receives motion data from the TI-EZ430 Chronos accelerometer device and outputs three streams of MIDI data. The interface was released under Creative Commons.

RECENT PROJECTS

Effectlets 2011-present
Max/MSP Audio Processors

The Effectlets are a group of audio processors built on the Toscanini Gestural Interface intended for use in live performance. They are released under Creative Commons.

RECENT COMPOSITIONS

Animal Science 2011
Plunderphonics tape work ca. 6'
Premiered in Boston, MA

MOUA 2010
Acousmatic tape work ca. 8'
Premiered in Boston, MA

Puzzle Piece 2010
For banjo, looped percussion, and tape ca. 6'
Premiered by the composer in Boston, MA

Let It Come Out 2009
Electroacoustic tape work ca. 5'
Premiered in Boston, MA