

EMPLOYMENT HISTORY:

Acoustic Technical Lead - Brisbane/Melbourne, Australia 2017 - Current
NoiseNet Pty Ltd

Responsibilities:

Provide expert knowledge underpinning all acoustic information provided by the business.

Work well within a small start-up team, with excellent communication to the pace required.

Supervise and work with team from project brief to meet deadlines.
Client liaison and mediation.

Achievements:

Build an automated acoustic reporting tool from project ideation to MVP to initial deployment (ongoing), aiming to provide noise information to the residential sector.

Design and test acoustic performance of a proprietary IOT style noise monitor.

Acoustic Scientist - Brisbane, Australia 2016 and ongoing
Acoustic3D/Vastigo Ltd (Contract Consultant)

Responsibilities:

Investigate proprietary company technologies in a research and development role.

Design and implement software for use in loudspeaker analysis.

Perform acoustic simulations and modelling to inform practical measurements.

Work with minimal supervision from project brief to meet deadlines.

Achievements:

Primary technical consultant on an international collaborative R&D project, overseeing design, manufacture and testing of prototype electro-acoustic components.

Maths/Science/Engineering/Music Tutor - Brisbane/Melbourne, Australia 2009 - Current
Scooter Tutor/Freelance

Responsibilities:

Select appropriate exercises, examples and methods based on current curriculum.

Communicate both simple and complex subject matter to students of all abilities.

Present lessons in a fun and engaging environment.

Maintain excellent communication with parents/guardians.

Achievements:

Keeping a consistent flow of happy students and parents.

Observing consistent academic improvement in all students.

Projectionist, Production Supervisor - Brisbane/Melbourne, Australia 2016/2017
Moonlight Cinema

Responsibilities:

Operate cinema-grade projector, server and audio equipment.

Organise and ingest digital media into equipment for projection.

Make public screening announcements.

Ensure all aspects of outdoor cinema production are ready for screening in an efficient and safe manner.

Manage a small production team.

Food & Beverage Supervisor - Brisbane/Melbourne, Australia 2016/2017
Moonlight Cinema

Responsibilities:

- Ensure safe handling and preparation of all Food/Drink.
- Ensure responsible service of alcohol to all patrons.
- Manage and maintain stock levels and quality.

Acoustic Consultant - Brisbane, Australia 2014-2015
Acoustic Works

Responsibilities:

- Field work to facilitate the gathering of acoustic data.
- Analysis of data to relevant standards and codes.
- Use of modelling software to predict noise levels
- Technical report writing to meet client and industry standards.
- Reporting to company directors on project progress.

Achievements:

- Maintain consistent professional development within the industry.

Audio/Lighting Crew - Brisbane, Australia 2010 - 2017
BCL Production Services

Responsibilities:

- Safely set up and pull down all types of lighting, audio and AV equipment.
- Thorough understanding of bump in/out procedure for festivals/theatre/live music.
- Work quickly and effectively as part of a team under direction.
- Identify and prioritise required tasks when working unsupervised.
- Maintain event area and personal presentation in an impeccable manner.
- Liase with venue staff and performers to identify event requirements.

EDUCATION & QUALIFICATIONS:

Bachelor of Science (Extended Major in Physics, GPA 6.7/7.0) 2011 - 2014
The University of Queensland

Certificate IV in Audio Engineering 2010
Vandersound School of Audio Engineering

Drivers Licence (Open, Manual) Current

Working with Children Check Victoria Current

AWARDS:

Deans Commendation for Academic Excellence All undergraduate semesters

KEY SKILLS:

Acoustic: Excellent understanding of environmental acoustics and industry practices. Specialised roles including electro-acoustic simulation, environmental noise modelling (SoundPLAN/proprietary), research and development and product design. Strong knowledge of the science and physics of sound, its creation, propagation and perception.

Technical: General computer literacy on PC/Mac/Linux systems. Intermediate to advanced programming knowledge in a variety of languages (primarily Python, MATLAB, experience in C-like languages). Practical electronics experience.

Problem Solving: A strong physics and programming background has given me a unique skillset and the ability to break down complex, open ended problems into executable components.

Communication: Over 8 years experience tutoring in music and science yields an excellent communication skillset. Professional career has developed outstanding client liaison and mediation skills, and excellent formal report writing.

REFERENCES:

Available on Request