ALEXANDER RANDON

Atlanta, GA ♦ Alexander.Randon@gmail.com

EDUCATION

University of Florida

Bachelor of Science in Electrical Engineering, Magna Cum Laude, 3.70 GPA, May 2010

- *Relevant Courses* – Microprocessor Applications, Digital Design, Digital Logic, Electronic Circuits I & II, Programming for Electrical Engineers (Python), Programming in C, Electrical Engineering Design I & II, Linear Control Systems, Audio Design, Electroacoustic Composition, Audio Design for Digital Production
- *Relevant Projects* – Kaossonome Midi/OSC Controller, Visual Synthesizer, Python Mix Tape, Algorithmic Step Sequencer, Wavetable Synthesizer using TI's C2000 DSP, Mini Touch Sequencer (in progress)

EXPERIENCE

Zooz Mobile, Atlanta, GA, August 2010 – Present

Developer/Designer for Audio Software Applications

- Create intelligent music applications for mobile devices and desktop computers.
- Design high-level conceptual components down to the backend and source code.
- Code in Python, Objective-C, Cocoa, and SQL.

Independent Research and Study, University of Florida, May 2009 – August 2009

Self-Conducted Summer Study and Research

- Explored modern techniques in controlling audio signals, software and hardware musical devices, lights, robotics, and wireless devices.
- Used these tools to design software instruments, audio/midi effects, workflow enhancing utilities, and to synchronize a number of devices within a musical system.

Research Experiences for Undergraduates (REU), North Carolina State University, May 2008 – August 2009

Miniature Antenna Design for Retinal Prosthesis

- Assisted in the design of a retinal prosthetic device used to restore vision to the blind.
- Explored the operational characteristics of compressed, spiral, and fractal antenna designs.

Audio/Visual Services, University of Florida, January 2007 – May 2007

Crew Chief/Movie Projectionist

- Prepared and managed the audio and visual components for various concerts, films, presentations, and theatrical performances on campus.
- Mixed monitors and controlled lights during concerts, performances and presentations.

CORE Elevator, Boca Raton, FL, May 2006 – August 2006

Intern

- Assisted in the installation and repairs on types of elevators
- Sharpened my knowledge of electro-mechanical devices

ACTIVITES & SKILLS

Computer Skills

- *Design* – Cocoa, LTSpice, Multisim, Ultiboard, Eagle, Altium Designer, Code-Composer v4, AVR Studio 4, Quartus, MATLAB, Simulink
- *Languages – Python,* C, C++, Objective-C, VHDL, Assembly (with TI's C2000), XML, SQL, Wiring, Basic
- *Audio* – Max/MSP/Jitter, Csound, Ableton Live, Logic Pro, Mainstage, Pro Tools

Electronics – Design, build, and repair various types of electronic devices, with a strong focus on music.

Music – Composition, sound design, recording, and mixing.

AWARDS/ ORGANIZATIONS

Guthman Musical Instrument Competition Finalist, February, 2011

ECE Handley Scholarship Award, capstone design course competition winner, Spring 2010

Audio Engineering Society (AES), unofficial UF Chapter, August 2009 – Present

Institute of Electrical and Electronics Engineers (IEEE), member, August 2009 – Present

Eta Kappa Nu (HKN), member, 12/2008 – Present

Dean's List, Spring 2009, Fall 2009, Spring 2010

George Snow Scholar, awarded 2 separate scholarships, August 2005 – May 2010

Bright Futures Scholar, 100% tuition funds for college career, August 2005 – May 2010