

SELIM SHETA

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PROFILE

R&D Engineer specializing in sound and music applications, with robust technical foundation in digital signal processing, audio technology, and music production.

SKILLS

- MATLAB, C++, JavaScript, Python
- Digital Signal Processing
- Mathematics
- Benchmarks & optimization
- Real-time algorithms
- Prototyping
- Fluent in French and English
- Basics in Spanish and Arabic
- Rapid learner with excellent problem-solving and analytical capabilities.

INTERESTS

- Completed an Audio Engineering summer course at the London Music School in July 2018.
- Active in music production since 2016, with experience in mixing and mastering for other artists.
- Contributed to two indie films as a sound designer, mixer, and composer.
- Chess, rock-climbing

WORK HISTORY

Spatial Audio Processing Engineer, L-Acoustics UK Ltd.

Aug. 2022 - Present

- Lead the design, maintenance, and optimization of real-time algorithms for immersive audio reproduction.
- Analyze code performance on general-purpose CPUs
- Research and apply advanced DSP techniques to address engineering challenges.
- Conduct listening tests to gather feedback, ensuring algorithms align with human auditory preferences.
- Established a flexible prototyping workflow with C++ and MAX MSP.
- Initiated a patent application, currently pending.

Lead Audio Developer, Nemisindo Ltd.

May 2021 - Aug. 2022

- Spearheaded the development of a procedural sound generation system in Unreal Engine and authored the company's C++ DSP library.
- Contributed to a follow-up proposal for an 'Epic Megagrant' of \$75,000, which got accepted.
- Engaged in market research, product management, and marketing efforts to push procedural audio technology.
- Planned, designed, and implemented a suite of VST plugins using JUCE.

Intern (Front-End), Nemisindo Ltd.

Feb 2021 - May 2021

- Overhauled the company website, improved UX/UI.
- Developed web-based sound effect synthesizers.

EDUCATION

Sound and Music Computing Msc, Centre for Digital Music (C4DM), Queen Mary University of London

Sept 2019 – Sept 2020

- Graduated with First-class distinction.
- Main modules: Music and Audio Programming, Digital Audio Effects, DSP, Introduction to Machine Learning.
- Research Project: "Investigating Effects of Musical Preference on Mix Perception."
- Represented the Sound and Music Computing cohort, facilitating communication between students and faculty.

Electronic Engineering Beng, University of York

Sept 2016 – June 2019

- Graduated with Upper-second class honours.
- Research Project: "Acoustic Modelling of Resonant Boxes for Stringed Instruments."
- President of the Music Production Society, orchestrated event planning and managed communication and social media, enhancing visibility and engagement.

Baccalaureate of Science, Académie de Nantes

June 2016

- Specialized in Physics.