DIANA SIWIAK

UNIQUE BACKGROUND

Effectively blends artistic and technical aspects of music and sound; strong research and development capabilities; both high-level and detail-oriented teaching experience.

TRANSFERABLE SKILLS

Described as exhibiting these traits: Writes clearly and concisely, openly expresses creative ideas, provides innovative solutions, cooperates in multi-disciplinary collaborations, delegates responsibility, manages projects efficiently, meets deadlines, takes charge by planning and arranging activities, and follows through.

EDUCATION

2013-Present Doctor of Philosophy: Sonic Arts **Victoria University of Wellington**

Research focus: music performance + music technology + music education + music psychology

2009-2012 Master of Arts: Media, Arts, and Science **Arizona State University**

Research focus: custom, interactive musical biofeedback and user interface design

2007-2008 Master of Arts: Music, Science, Technology **Stanford University**

Research focus: sound design and digital audio signal processing

2000-2005 Bachelor of Music **University of Miami**

Triple Major: Music Engineering Technology, Flute Performance, and Computer Science

RECENT EMPLOYMENT

July 2013 – Present Tutor **Victoria University of Wellington**

Provided lab sessions, tutorials, and graded homework for select courses including: Introduction to Music Technology (100-level music), Computer Music Programming (200-level music), Interface Design for Live Electronics (300-level music), Advanced Sonic Arts Projects (300-level music), Introduction to Computer Programming Design (100-level engineering), Data Acquisition (200-level engineering), Introduction to Digital Signal Processing (300-level engineering)

Aug 2009-Aug 2012 NSF IGERT Doctoral Fellow **Arizona State University**

Under an IGERT fellowship, autonomously researched and designed a real-time, customizable sound design toolkit for an interactive biofeedback system; contributed to professional publications; founded and directed an experimental sonic performing group; collaborated on interactive media installations.

Oct 2008-July 2009 Research Assistant at CCRMA **Stanford University**

Working with Dr. Jonathan Berger, researched and developed a custom audio/visual biofeedback system for breathing regulation system. Two concurrent projects: 1) a museum piece shown in January 2009 and 2) a biofeedback device for the Stanford medical department.

July 2008-Oct 2008 Graduate Student Intern **General Motors, Inc**

Independently created and delivered the prototype internal sound design for the Chevrolet Volt, a hybrid electric vehicle, which included the unique experience of weekly meetings with a Vice President of GM and the Volt development team.

TRAINING & EXPERTISE

- Development: Java, C/C++, HTML, CSS, Python, Objective-C, Cocoa, Audio Units, version control
- Audio environments: ChucK, ProTools, Max/MSP, PureData, Ardour, Audacity, Logic Pro, Sonic Foundry Suite
- Software: Windows 98, 2000, XP, Linux, UNIX, and Macintosh operating systems, troubleshooting, hardware and software installation; MathCAD; Matlab; XCode 4.x
- Audio equipment: Mackie and Euphonix System 5; variety of microphones and outboard audio gear
- Proficient musician: Flute and Piano, professional level

PROFESSIONAL ACHIEVEMENTS

- Licensed Amateur Radio operator: KE4QXL