

Raimon Arañó

Software Engineer

Audiovisual systems engineer graduated from University Pompeu Fabra in Barcelona with excellent marks. Over 6 years working on personal projects with a strong ambition and seeking for outstanding outcomes in different fields such as audio plugin development, audio production or acoustic engineering. Now looking to break into the professional audio industry and start growing a career to keep developing and mastering my skills. Ready to provide my passion and abilities into an exciting field and ensure efficiency and excellence are always provided.

Experience

2016/12 - present	Costumer Service <i>Starbucks</i> <ul style="list-style-type: none">Maintained a strong understanding of company values and customer needs, responding quickly to complex requests in a fast-paced environment.Engaged customers in a highly visible role, conveying a positive and professional attitude.Trained 4+ new employees in proper procedures and on how to properly use equipment.Mastered English communication skills to ensure clear and confident assistance for customers.
2012 - present	Freelance Music Producer / Mixing Engineer <ul style="list-style-type: none">Recorded, mixed and mastered several artists and other non-music projects.Communicated with artists and clients to define their goals and parameters for every project.Worked with multiple DAW's in studio and live situations.Delivered quick responses in fast-paced environments to ensure all requirements were met.Built three single room studios with self-designed and constructed acoustic treatments, carrying acoustic tests to prove efficiency.
2016/05 - 2016/07	Junior Engineer Internship <i>AUDIOTEC Acoustic Solutions</i> <ul style="list-style-type: none">Assisted customers to find optimal acoustic solutions for their particular problems.Completed empirical acoustic tests such as: audiometries, noise-insulations test, noise-pollution level tests and other in-field tests.Written complete reports for clients, ensuring high-quality requirements and standards were met.
2011/05 - 2012/09	Assistant Engineer <i>KONEC Media Technology</i> <ul style="list-style-type: none">Made basic design of complete AV systems for home-theaters and other small AV installations.Assembled and tested ready-to-go AV machines used in large scale AV installations.Assisted complex design of custom AV services.

Education

2012 - 2016	University Pompeu Fabra, Barcelona <ul style="list-style-type: none">Bachelor's degree, Audiovisual Systems EngineeringBest mark in last year project for "Design and development of an audio plugin analyser of plugins in C++"Strong knowledge of audiovisual signal processing techniques and methods.Experience with several coding languages; C++, C, Java, MySQL, Python and Matlab.Experience with Machine Learning methods and Artificial Intelligence.
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Software Development

2016 - present	Audio plugin development <ul style="list-style-type: none">Designed and developed a 3rd party plugin host analyser as a working VST plugin for macOS.Refactored old software to re-think the internal engine and improve code readability.Used modern C++ with JUCE framework and the standard library, achieved high performance and clear implementation.Worked in a multi threaded architecture in a realtime / high demanding graphic context.Debugged complex systems and profiled software for optimisation.
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Personal Info

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Skills

Modern C++
Multi-threaded coding
Signal processing
UI design
Knowledge of Agile Methods / SCRUM
Experience in Audio plugin development
Extensive attention to detail
Strong analytical skills
Planning and strategic thinking
Efficiency working under pressure
Quick learner

Languages

English - fluent
Spanish - native
Catalan - native