

Drew Stockero

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Work Experience

- **Project Engineer** Smart Monkeys, Inc. (Summer 2019)
 - Worked on various projects both on and off site programming device controls, network management, DSP programming and GUI design/implementation.
 - Projects worked on include:
 - *Marvel's Avengers Station* (Las Vegas)
 - Comcast Headquarters Lobby Display (Philadelphia)
 - Smart Monkeys Pricing Database and Control GUI
- **Audio Programmer/President** Husky Game Development Enterprise (2017-present)
 - President of a 50+ member student-run video game development organization at Michigan Technological University.
 - Worked with many teams as an audio programmer and sound designer on games of multiple genres and styles, including 2 projects currently in development.
- **Developer** *Gathr* Web App (Spring 2019)
 - Worked as a software developer with a group of other students to develop a social messaging app to allow users to broadcast messages to others in a set radius.
- **Developer** Keweenaw Soundscape Generator (Fall 2018)
 - Developed a system to create adaptive soundscapes for use in a public art installation. Using Max MSP and feedback from sensors via Arduino, the content being played at the installation would change as visitors interacted with physical objects in the space.
- **Broadcast Engineer** Michigan Tech Athletics (August 2018-present)
 - Designed and implemented a new audio system for networked audio across all sports venues. Work as lead production engineer to plan and coordinate broadcasts of athletic events.
- **Projection Designer** Keweenaw Awesome Fest (2017-2019)
 - Worked as the head of projections for a 2-night music festival each spring in Michigan Tech's McArdle Theater. Planned the project install, made content for talent, and ran the show live via Resolume Arena.

Awards and Honors

- Recipient of the 2017 MTU Student Undergraduate Research Fellowship (Summer 2017)
 - Wrote and received a grant to pursue my own independent research on noise pollution through the use of location recording and frequency analysis
- Visual and Performing Arts Sound Student Award (Spring 2020)
 - Award granted each year to one student in the audio field for exemplary work within the department

Education

- Michigan Technological University (Expected Fall 2020)
 - B.S. in Computer Science
 - B.S. in Audio Production and Technology
 - Music Composition Minor
 - 3.81 GPA

Computer/Technical Skills

- **Programming:** C, C++, Java, Javascript, Python, SQL, Lua, HTML, CSS, PHP, Unity, Unreal Engine, JUCE
- **Audio:** Wwise, FMOD, Pro Tools, Logic, Izotope RX, Max/MSP
- **General:** Github, AutoCAD