

# Andrea Felice Genovese

## *Curriculum Vitae*

### WORK EXPERIENCE

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**New York University** (2017 - Present), *New York, NY, U.S.*  
ADJUNCT PROFESSOR

Professor for “FUNDAMENTALS OF DIGITAL SIGNAL THEORY” and “3D AUDIO” graduate classes.

**Microsoft Research** (2018), *Redmond, WA, U.S.*  
RESEARCH INTERN

Blind room parameter extraction from single-channel noisy speech, machine-learning approach

**THX Ltd.** (2017), *San Francisco, CA, U.S.*  
RESEARCH CONTRACTOR

Developed a VR in-game system to capture and analyze user behavioral response metrics to 3D audio content

**Fraunhofer IIS** (2012 – 2013), *Erlangen, Germany.*  
RESEARCH INTERN

Research into late reflection transition detection in IRs and subjective quality testing for multichannel conversion algorithms.

**UNESP** (2011), *Ilha Solteira, SP, Brazil*  
EXCHANGE RESEARCH INTERN

Internship in “Simulated annealing” and “tabu search” for automated puzzle solving

### EDUCATION

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**New York University** (2015 – present)  
PH.D. CANDIDATE

Currently pursuing a Ph.D in Immersive Audio at NYU Steinhardt, Music and Audio Research Lab. Research on psychoacoustics, acoustics modeling and distributed VR environments.

**The University of York** (2009 – 2014), *York, UK*  
MASTER OF ENGINEERING

First Class Honours MEng degree in Electronic Engineering with Music Technology Systems.

**Ecole Europeenne Bruxelles II Woluwe** (2007 – 2009)  
EUROPEAN BACCALAUREATE

### ACADEMIC ROLES

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**NYU - Immersive Audio Group** (2015-2019)  
Administrator / Project Manager

**NYU - HoloDeck Project** (2018-Present)  
MARL Key Contact

**ISMIR Conference 2016**, *New York, US*  
Conference Volunteer Co-ordinator

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### GRANTS & AWARDS

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- 2018, 2019 **AES Educational Foundation Grant**  
*Audio Engineering Society*
- 2016, 2018 **ICAD Think Tank travel award**  
*International Conference on Auditory Display*
- 2015 **Steinhardt Doctoral Scholarship**  
*New York University*
- 2014 **The York Award**  
*The University of York*

### TECHNICAL SKILLS

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BASIC	Assembly, HTML, LUA
INTERMEDIATE	LaTeX, C, C++, C#, Python, ProTools, Unity
ADVANCED	MATLAB

### SELECTED PUBLICATIONS

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- 2019 Blind Room Volume Estimation from single-channel Noisy Speech  
*IEEE ICASSP*
- 2019 CityTones: A Repository of Crowdsourced Annotated Soundfield Soundscapes  
*AES Convention 146*
- 2018 Acoustic Perturbations in HRTFs Measured on Mixed Reality Headsets  
*AES Audio for Virtual and Augmented Reality*
- 2018 Evaluation of Binaural Renderers: Multidimensional Sound Quality Assessment  
*AES Audio for Virtual and Augmented Reality*
- 2018 Acoustics of Virtually coupled performance spaces  
*ICAD 2018*
- 2017 Identification of perceived sound quality attributes of 360° audiovisual recordings using a Free Verbalization Method
- 2016 The Effect Of Elevation on ITD symmetry  
*AES 2016 Headphone Technology Conference*

### REFERENCES

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**NYU Academic Supervisor:**  
DR. AGNIESZKA ROGINSKA *BMus, MMus, PhD*  
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Other references available on request