

# ANDREA F. GENOVESE

## CONTACT INFORMATION

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WEBSITE <http://andreagenovese.com>

## EDUCATION

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2015-*Present* | Ph.D. Candidate at MUSIC AND AUDIO RESEARCH LAB, NYU Steinhardt, New York, NY, United States.  
*Immersive Audio*  
Doctoral candidate in Music Technology in the topic of Immersive Audio. Current interests regard psychoacoustics research, audio development for Virtual Reality, 3D audio customization and machine learning applied to spatial audio analysis.

2009-2014 | Master of Engineering UNIVERSITY OF YORK, York, UK  
*Electronic Engineering with Music Technology Systems*  
MEng degree completed with First Class Honours. "Individualisation and Reverberation Factors in the Subjective Assessment of Plausibility in a Binaural Auditory Display".

2007-2009 | ECOLE EUROPEENNE BRUXELLES II - WOLUWE, Brussels, Belgium  
European Baccalaureat

## ACADEMIC EMPLOYMENT

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2019-*Present* | Adjunct Professor at NYU STEINHARDT New York, U.S.  
*3D Audio*  
Graduate level class based on immersive audio theory and implementation

2017-*Present* | Adjunct Professor at NYU STEINHARDT New York, U.S.  
*Fundamentals of Digital Signal Theory LAB*  
Graduate level lab focused on programming and DSP

2017 | Adjunct Professor at NYU STEINHARDT New York, U.S.  
*Fundamentals of Digital Signal Theory*  
Graduate level theoretical class focused on audio-relevant math and DSP.

2017 | 3D-Audio Tutor at NYU, STEINHARDT New York, U.S.  
Graduate-level Tutoring for 3D-AUDIO class

2015 | Graduate Teaching Student at UNIVERSITY OF SALFORD, UK  
*Acoustics Research Centre*  
Teaching assistantship for undergraduate classes in digital audio processing.

2011 | Italian Language Teacher at WIZARD, Ilha Solteira, Brazil  
Teacher of Italian Language to a class of Portuguese students

## PRIVATE-SECTOR EMPLOYMENT

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2018	Research Intern at MICROSOFT RESEARCH, Redmond, US Research project in the Audio & Acoustics Research Group. Blind room parameter extraction from noisy speech using a machine-learning based approach. Work submitted to ICASSP.
2017	Research Contractor at THX, San Francisco, US Research and development of in-game binaural audio evaluation using VR headsets. Developed API to provide game developers with 3D audio perception tracking tools.
2012-2013	Research Intern at FRAUNHOFER IIS, Erlangen, Germany <i>Audio &amp; Multimedia Dept.</i> Research work on binaural conversion algorithms. Coded efficient late reverberation transition detection in BRIRs and hybrid multichannel conversion to binaural format. Focus on signal processing and formal audio quality testing.
2011	Exchange Intern at UNESP, Ilha Solteira, Brazil Implementation of Simulated Annealing and Tabu Search algorithms in C++ for automated puzzle solving.

## ACADEMIC ACTIVITIES

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2015-Present	Co-administrator and Project Manager of the Immersive Audio Interest Group at NYU Steinhardt. Took roles as project manager, web developer, event organizer.
2018-Present	Key-contact at MARL for the NSF HoloDeck project. Implementation of audio protocols, transmission and rendering systems. Acoustic measurements of participating labs.
2018	Part of the organization and research effort for the concert event <i>Ozark Henry on the Holodeck: Maps to the Stars</i>
2018	Part of the organization for the concert event <i>Concert on the Holodeck: Connecting Artists</i>
2017	Organizer of the NYU Tech Tour Event for the AES 143rd Convention
2016-2017	Organizer of the Open House showcase event for the Music Technology program at NYU Steinhardt
2016	Co-organizer and leader of the volunteering effort for the <i>ISMIR 2016</i> conference in New York

## PUBLICATIONS

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### CONFERENCE PROCEEDINGS

- 2019 | Gospodarek M., Genovese A., Dembeck D., Brenner C., Roginska A., & Perlin K. (2019, October). Sound design and reproduction techniques for co-located narrative VR experiences, *Audio Engineering Society Convention 147, New York*.
- 2019 | Hupke R., Sridhar S., Genovese A., Nohput M., Peihs S., Beyer T., Roginska A., & Peissig J. (2019, October). A Latency Measurement Method for Networked Music Performances *Audio Engineering Society Convention 147, New York*.
- 2019 | Genovese A., Gospodarek M. & Roginska A., (2019, September). Mixed Realities: a live collaborative musical performance *5th International Conference on Spatial Audio (ICSA), Ilmenau*.
- 2019 | Genovese A., Gamper H., Pulkki V., Raghuvanshi N., & Tashev I. (2019, May). Blind Room Volume Estimation from Single-channel Noisy Speech *IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP), Brighton*.
- 2019 | Genovese A. & Roginska, A. (2019, April). HMDiR: An HRTF Dataset Measured on a Mannequin Wearing XR Devices, *Audio Engineering Society Conference: 2019 AES International Conference on Immersive and Interactive Audio, York*.
- 2019 | Vanasse, J., Genovese, A., & Roginska, A. (2019, March). Multichannel Impulse Response Measurements in MATLAB: An Update on ScanIR *Audio Engineering Society Conference: 2019 AES International Conference on Immersive and Interactive Audio, York*.
- 2019 | Roginska, A., Lee, H., Mendez Mendez, A. E., Murakami, S., & Genovese, A. (2019, March). CityTones: A Repository of Crowdsourced Annotated Soundfield Soundscapes. *In Audio Engineering Society Convention 146. Audio Engineering Society, Dublin*.
- 2018 | Genovese A., Zalles G., Reardon G., & Roginska A. (2018 August). Acoustic Perturbations in HRTF measured on Mixed-Reality Headsets *AES Conference: Audio for Virtual and Augmented Reality, Redmond*.
- 2018 | Reardon G., Genovese A., Zalles G., Flanagan P., & Roginska A. (2018 August). Evaluation of Binaural Renderers: Sound Quality Assessment. *AES Conference: Audio for Virtual and Augmented Reality, Redmond*.
- 2018 | Boren B. & Genovese A. (2018 June). Acoustics of Virtually Coupled Performance Spaces. *ICAD 2018, Michigan Tech, U.S.*
- 2018 | Reardon G., Genovese A., Zalles G., Flanagan P., & Roginska A. (2018 May). Evaluation of Binaural Renderers: Externalization. *AES 144th Convention, Milan, Italy*.

- 2018 | Reardon G., Genovese A., Zalles G., Flanagan P., & Roginska A. (2018 May). Evaluation of Binaural Renderers: Localization. *AES 144th Convention, Milan, Italy.*
- 2017 | Reardon G., Calle J.S., Genovese A., Zalles G., Olko M., Jerez C., Flanagan P., & Roginska A. (2017, October). Evaluation of Binaural Renderers: A Methodology. In *AES143rd Convention, New York, U.S.*
- 2017 | Olko M., Dembeck, D., Wu Y., Genovese A., & Roginska A. (2017, October). Identification of Perceived Sound Quality Attributes of 360° Audiovisual Recordings in VR Using a Free Verbalization Method. In *AES 143rd Convention, New York, U.S.*
- 2016 | Genovese A., Juras J., Miller C., & Roginska A. (2016, June). Investigation of ITD symmetry in measured HRIRs. In *ICAD 2016, Canberra, Au.*
- 2016 | Genovese A. F., Juras J., Miller C., & Roginska A. (2016, July). The Effect of Elevation on ITD Symmetry. In *AES: Headphone Technology Conference. Aalborg, Denmark*
- 2016 | Miller C., Juras J., Genovese A.F. & Roginska A., (2016, July). Interaural Distances in Existing HRIR Repositories. In *AES: Headphone Technology Conference. Aalborg, Denmark*
- 2012 | Manola F., Farina A., & Genovese A. (2012, March). A comparison of different surround sound recording and reproduction techniques based on the use of a 32 capsules microphone array, including the influence of panoramic video. In *AES UK 25th Conference: Spatial Audio in Today's 3D World.*

## GRANTS & AWARDS

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- 2018, 2019 | AES Educational Grant for Graduate Studies in Audio Engineering  
*Audio Engineering Society*
- 2018 | Steinhardt Doctoral Research and Travel Grant  
*New York University*
- 2016, 2018 | ICAD Think Tank conference travel award  
*International Conference on Auditory Displays*
- 2015 | Steinhardt Doctoral Scholarship  
*New York University*
- 2014 | The York Award  
*University of York*

## EXTRA-CURRICULAR ACTIVITIES

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2015-PRESENT	AES Member <i>Audio Engineering Society</i>
2015-PRESENT	IEEE SPS Student member <i>Signal Processing Society</i>
2010-2012	President of the Italian Society <i>University of York</i>
2011	Judo Club Team Captain <i>University of York</i>
2011-2012	Member of the Free Culture Society <i>University of York</i>

## SOFTWARE & PROGRAMMING SKILLS

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Basic:	Assembly, VHDL, HTML, Lua
Intermediate:	LaTeX, C, C#, Python, ProTools, Unity
Advanced:	MATLAB

## LANGUAGES

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ITALIAN:	Mothertongue
ENGLISH:	Advanced Professional Proficiency
SPANISH:	Intermediate Proficiency
FRENCH:	Intermediate Proficiency

## REFERENCES

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### **NYU Academic Supervisor:**

Dr. Agnieszka Roginska *BMus, MMus, PhD*  
roginska@nyu.edu  
Tel: +1(212)998-5141

Other references available on request.