

ANDREA F. GENOVESE
Curriculum Vitae

CONTACT INFORMATION

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EDUCATION

- 2015- NEW YORK UNIVERSITY (NYU), Ph.D. Candidate. New York, NY, US.
Acoustics and Music Technology
Doctoral candidate in Music Technology in the topic of immersive audio. Current interests regard psychoacoustics research, audio development for virtual reality and distributed music, machine learning for acoustics, and 3D audio customization.
- 2021 NEW YORK UNIVERSITY (NYU), Master of Philosophy
Music Technology, GPA: 3.8
- 2009-14 UNIVERSITY OF YORK, Master of Engineering. 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".
- 2007-09 ECOLE EUROPEENNE BRUXELLES II - WOLUWE. Brussels, Belgium
European Baccalaureat.

INDUSTRY EMPLOYMENT

- 2021 QUALCOMM, Interim Research Engineer. San Diego, US.
Applied research on prototypes of artificial reverberation pipelines for mobile 3D audio systems. Developed a real-time auditioning simulation tool.
- 2018 MICROSOFT RESEARCH, Research Intern. 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 the *International Conference on Acoustics, Speech and Signal Processing (ICASSP)*.
- 2017 THX LTD., Research Contractor. 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.
- 2012-13 FRAUNHOFER IIS, Research Intern. Erlangen, Germany.
Audio & Multimedia Dept.
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.

ACADEMIC EMPLOYMENT

- 2020-21 NYU, Research Assistant. New York, U.S.
S3D Project
Research assistant with roles on data collection and curation for learning-based algorithms on sound classification, direction of arrival, and movement.
- 2019-20 NYU, Adjunct Professor. New York, U.S.
3D Audio
Graduate level class based on immersive audio theory and implementation
- 2017-20 NYU, Adjunct Professor. New York, U.S.
Fundamentals of Digital Signal Theory and LAB
Graduate level theoretical class focused on audio-relevant math, programming in scripting languages, and DSP.
- 2015 UNIVERSITY OF SALFORD, Graduate Teaching Student. Salford, UK
Acoustics Research Centre
Teaching assistantship for undergraduate classes in digital audio processing.
- 2011 SÃO PAULO STATE UNIVERSITY (UNESP), Exchange Intern. Ilha Solteira, SP, Brazil.
Implementation of Simulated Annealing and Tabu Search algorithms in C++ for automated puzzle solving.
- 2011 WIZARD, Italian Language Teacher. Ilha Solteira, SP, Brazil
Teacher of Italian Language to a class of Portuguese speakers

ACADEMIC ACTIVITIES

- 2015-20 Co-administrator and Project Manager of the Immersive Audio Interest Group at NYU Steinhardt. Took roles as project manager, academic tutor, web developer, and event organizer.
- 2020 Served as reader on two committees for Master Thesis evaluations
- 2018- Laboratory contact for the NSF HoloDeck project. Implementation of audio protocols, transmission and rendering systems. Acoustic measurements of participating labs.
- 2018 Contributed to the organization and research effort for the concert event *Ozark Henry on the Holodeck: Maps to the Stars*
- 2018 Contributed to the organization for the concert event *Concert on the Holodeck: Connecting Artists*
- 2017 Organizer of the NYU Tech Tour Event for the AES 143rd Convention
- 2016-17 Organizer of the Open House showcase event for the Music Technology program at NYU Steinhardt
- 2016 Co-leader of the volunteering effort for the *ISMIR 2016* conference in New York

PUBLICATIONS

CONFERENCE PROCEEDINGS

- 2020 Bui C., **Genovese A.**, Bradley T. & Roginska, A. (2020, October). Multimodal Immersive Motion Capture (MIMiC): A workflow for musical performance. *Audio Engineering Society Convention 149*. *Audio Engineering Society, online conference*.
- Hupke R., **Genovese A.**, Sridar S., Peissig J., & Roginska, A. (2020, September). Impact of Source Panning on a Global Metronome in Rhythmic Networked Music Performance. *1st International Workshop on the Internet of Sounds, at the 2020 27th Conference of Open Innovations Association (FRUCT), Trento, Italy*. ***Received Best Student Paper Award**.
- 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 NY, U.S.*
- 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 NY, U.S.*
- Genovese A.**, Gospodarek M. & Roginska A., (2019, September). Mixed Realities: a live collaborative musical performance. *5th International Conference on Spatial Audio (ICSA), Ilmenau, Germany*.
- 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, U.K.*
- 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, U.K.*
- 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, U.K.*
- 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, Ireland*.

- 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 WA, U.S.*
- 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 WA, U.S.*
- Boren B. & **Genovese A.** (2018 June). Acoustics of Virtually Coupled Performance Spaces. *ICAD 2018, Hancock MI, U.S.*
- Reardon G., **Genovese A.**, Zalles G., Flanagan P. & Roginska A. (2018 May). Evaluation of Binaural Renderers: Externalization. *AES 144th Convention, Milan, Italy.*
- 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 *AES 143rd Convention, New York, U.S.*
- 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 NY, U.S.*
- 2016 **Genovese A.**, Juras J., Miller C. & Roginska A. (2016, June). Investigation of ITD symmetry in measured HRIRs. In *ICAD 2016, Canberra, Australia.*
- Genovese A.**, Juras J., Miller C. & Roginska A. (2016, July). The Effect of Elevation on ITD Symmetry. In *AES: Headphone Technology Conference. Aalborg, Denmark.*
- Miller C., Juras J., **Genovese A.** & Roginska A. (2016, July). Interaural Distances in Existing HRIR Repositories. In *AES: Headphone Technology Conference. Aalborg, Denmark.*
- 2012 Manola F., **Genovese A.** & Farina 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. York, U.K.*

PRESENTATIONS & TALKS

CONFERENCE PRESENTATIONS

- 2019 “Sound design and reproduction techniques for co-located narrative VR experiences.” *Audio Engineering Society Convention 147 (2019, October), New York NY, U.S.*
- “Blind Room Volume Estimation from Single-channel Noisy Speech.” *IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP) (2019, May), Brighton, U.K.*
- “HMDiR: An HRTF Dataset Measured on a Mannequin Wearing XR Devices.” *Audio Engineering Society Conference: 2019 AES International Conference on Immersive and Interactive Audio (2019, March), York, U.K.*
- “Multichannel Impulse Response Measurements in MATLAB: An Update on ScanIR.” *Audio Engineering Society Conference: 2019 AES International Conference on Immersive and Interactive Audio (2019, March), York, U.K.*
- 2018 “Acoustic Perturbations in HRTF measured on Mixed-Reality Headsets.” *AES Conference: Audio for Virtual and Augmented Reality (2018 August), Redmond WA, U.S.*
- “Evaluation of Binaural Renderers: Externalization.” *AES 144th Convention (2018 May), Milan, Italy.*
- “Evaluation of Binaural Renderers: Localization.” *AES 144th Convention (2018 May), Milan, Italy.*
- 2016 “Investigation of ITD symmetry in measured HRIRs”. In *ICAD 2016, (2016, June), Canberra, Australia.*
- “The Effect of Elevation on ITD Symmetry.” In *AES: Headphone Technology Conference (2016, July). Aalborg, Denmark.*
- “Interaural Distances in Existing HRIR Repositories.” In *AES: Headphone Technology Conference (2016, July). Aalborg, Denmark.*

TALKS & INTERVIEWS

- 2019 “Immersive Listening”. Sounds of New York City (SONYC), Summer Workshop on Immersive Sound. *NYU Tandon School of Engineering, New York, U.S.*
- 2018 “Blind Room Volume Estimation from Single-channel Noisy Speech.”, Microsoft Research, *Redmond WA, U.S.*
- “The Holodeck Concert”, ICAD Student Think Tank, *Hancock MI, U.S.*

- 2016 “Morphological symmetry and spatial listening”, ICAD Student Think Tank, *Canberra, Australia*
- “3D Audio will change how we hear virtual reality”, interview at Uptown Radio, *New York, U.S.*

GRANTS & AWARDS

- 2020 IWIS 2020 Best Student Paper Award for “Impact of Source Panning on a Global Metronome in Rhythmic Networked Music Performance”.
1st International Workshop on the Internet of Sounds.
- 2018 & Twice awarded the AES Educational Grant for Graduate Studies in
2019 Audio Engineering.
Audio Engineering Society.
- 2018 Steinhardt Doctoral Research and Travel Grant.
New York University.
- 2016 & Twice awarded the ICAD Think Tank conference travel award
2018 *International Conference on Auditory Displays.*
- 2015 Steinhardt Doctoral Scholarship.
New York University.
- 2014 The York Award.
University of York.

CONFERENCE REVIEWS

- 2020 AES Conference on Audio for Virtual and Augmented Reality. *Audio Engineering Society.*
- 2019 AES Conference on Headphone Technology. *Audio Engineering Society.*
- 2018 AES Conference on Audio for Virtual and Augmented Reality. *Audio Engineering Society.*

MEMBERSHIPS

- 2015- AES Member.
Audio Engineering Society.
- 2018- IEEE SPS Student member.
Signal Processing Society.

SELECTED PROJECTS

- 2020- S3D - SPATIAL SOUND SCENE DESCRIPTION
Data collection specialist for three-dimensional machine listening description algorithms. Collected and curated multimedia soundfield field-recordings, developed synthetic data repositories, consulted on data usage and discovery, and led laboratory sessions for capturing motion-captured audio sources for development sets in a professional studio.
<https://steinhardt.nyu.edu/marl/research/projects/s3d-spatial-sound-scene-description>
- 2018- NYU HOLODECK
Designed and supervised infrastructure installations aimed at researching mixed-reality audio applications for a multi-room multimedia connection. Led experiments and exhibitions investigating augmented music performance over distributed networks, acoustic and psychoacoustic properties, and the use of motion-capture for musical performance.
<https://holodeck.nyu.edu/>
- 2018- CORELINK
Consulted and assisted in the implementation of an audio encoding and decoding tool for an internal university multimedia transmission network, to assist the Holodeck project. A subscriber-based protocol was built to allow multi-room streaming of multimedia data and usage of custom JavaScript audio plugins.
<https://corelink.hpc.nyu.edu/>
- 2018 HMDiR DATASET
Collected an open-source database of Head-Related Impulse Responses on a mannequin wearing virtual and augmented reality headsets in order to study the acoustic perturbations created by the physical obstructions. Each case contains 1200 locations around the head.
<https://zenodo.org/record/2558629#.X9Q115NKgUE>
- 2018-20 SCANIR, VERSION 2
Lead programmer for the new version of a MATLAB tool for conducting and analyzing room-acoustic measurements in a streamlined fashion. The tool can be used for room impulse responses, directivity measurements, and binaural filter recordings. Available on GitHub as open-source software.
<https://github.com/NYU-ImmersiveAudio/ScanIR>
- 2016-20 IMMERSIVE AUDIO GROUP
Project supervisor, event organizer and group administrator for the Immersive Audio Interest Group of the NYU Music Technology Program. Projects centered on 3D audio applications for virtual and augmented reality. Organized speaker events, hackathons and field recording educational exercises.
<https://wp.nyu.edu/immersiveaudiogroup/>

SOFTWARE & PROGRAMMING SKILLS

Programming Languages: Python, C#, C, JavaScript, LUA, Assembly
Research Tools: MATLAB, LaTeX, R
Professional Software: Git, Reaper, Unity, SPAT, MaxMSP, Adobe Photoshop, ProTools, Sibelius

LANGUAGES

ITALIAN: Native speaker
ENGLISH: Advanced Professional Proficiency
SPANISH: Advanced Proficiency
FRENCH: Intermediate Proficiency
GERMAN: Colloquial level
PORTUGUESE: Colloquial level

EXTRA-CURRICULAR ACHIEVEMENTS

2010-12 President of the Italian Society.
University of York.
2011 Judo Club Team Captain.
University of York.
2011-12 Media manager of the Free Culture Society.
University of York.
2007 ABRSM Level 5 Music Theory Certification.
Scuola Europea di Varese.

REFERENCES

Academic Supervisor (NYU):

Dr. Agnieszka Roginska *BMus, MMus, Ph.D*
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Tel: +1(212)998-5141

Academic Advisor (NYU):

Dr. Morwaread Farbood *BA, MSc, Ph.D*
mfarbood@nyu.edu
Tel: +1(212)992-7680

Other references available on request.