

Delong "Miki" Lin

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Jersey City, NJ

www.delonglin.com

Technical Sound Designer / Sound Designer



EDUCATION

New York University 2021.09 - 2023.05

Master of Music, Music Technology

New York, NY

GPA: 3.96 / 4.00

Fleischman Family Scholarship (2023)

The University of Texas at Austin 2016.09 - 2020.05

Bachelor of Science, Arts and Entertainment Technologies

Austin, TX

GPA: 3.91 / 4.00

University's Highest Honor Graduates (2020); College of Fine Arts Student Excellence Award (2019); Maralyn. S. Heimlich Scholarship for Exemplary Contribution (2018); University Honor (2016-2020)

SKILLS

- Fluent in DAWs such as Pro Tools, Reaper, and Logic Pro X;
- Experienced in implementing audio in the Unity game engine using C# scripting or thru Wwise audio middleware;
- Experienced in processing sound using plugins such as Izotope RX, Fabfilter, SoundToys, MaxMSP, etc;
- Familiar with VR sound design & implementation
- Familiar with the game development process through multiple semester-long game projects and active involvement in game jams

WORK EXPERIENCE

New York University - Music and Audio Research Lab (MARL) 2022.09 - 2023.03

Research Assistant

New York, NY

- Under Dr. Agnieszka Roginska's supervision, leading the audio development for this ongoing NSF and NYU-funded research project exploring how auditory input affect human's sense of balance under two different modality: binaural audio on headphone vs multichannel audio using the speaker array
- Co-designed and co-developed the Unity VR project with one other research teammate
- Designed the main audio interaction system and all 100+ audio assets used in the research
- Implemented binaural audio to the project audio using custom-written C# scripts and the dearVR binaural package
- Implemented multichannel audio to the project using custom-written MaxMSP patches to control a 16-speaker array (8.0.4.4) which receives various data from the Unity game engine thru OSC connections

New York University - Music and Audio Research Lab (MARL) 2022.09 - 2023.03

Studio Technician

New York, NY

- Performed troubleshooting, maintenance, and repair of all studio equipment
- Perform the installation, adjustment, and operation of audio-visual equipment such as cameras, lights,

projectors, and microphones for events

- Worked closely with Chief Engineer to ensure the smooth running of events in the space

New York University - Music Technology Department

2022.09 - 2022.12

3D Audio & Game Audio Class Tutor

New York, NY

- Tutored struggling students individually and in small groups to reinforce their comprehension of critical class material, including but not limited to: convolution using HRTF for binaural audio, C# audio scripting in Unity, Wwise integration and implementation in Unity, etc.

New York University - James.L.Dolan Recording Studio

2022.05 - 2022.08

Student Audio Engineer Intern

New York, NY

- Ensured smooth operation of 10+ recording sessions, including but not limited to: setting up isolation booth, drum sets, microphones, talk-back systems, patch bay, driving the SSL console for the recording session, and editing the session afterward in Pro Tools

The University of Texas at Austin - Liberal Arts Instructional Technology Services

2020.07 - 2021.07

Radio and Television Film Specialist

Austin, TX

- Collaborated with video, graphics, and project management teams to design and produce multimedia content for faculty and staff
- Trained student employees (STAs) on the foundation of audio engineering and post-production skills and software
- Supervised and assisted with live audio productions across multiple studios on-site
- Installed Dante-enabled AV equipment in a large scale and communicated with faculty and staff to ensure a smooth transition to online education

The University of Texas at Austin - Liberal Arts Instructional Technology Services

2018.03 - 2020.05

Student Technology Assistant

Austin, TX

- Edited and published 50+ episodes of podcasts and interviews
- Live mixed and broadcasted 200+ university-wide online courses and events
- Composed music and designed sound for 10+ short animations and promotional videos for different UT departments