Juan Riera Gomez

Computer Science, Music and Mathematics

Contact Information

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Education

Universidad Autónoma de Madrid - Madrid, Spain   2015 - 2021
- Bachelor's Degree in **Computer Science**.
- Graduated with 2 High Honors.
- Dozens of programming projects for classes.

Universidad Autónoma de Madrid - Madrid, Spain   2015 - 2021
- Bachelor's Degree in **Mathematics**.
- Graduated with 1 High Honor.

Berklee College of Music - Boston, MA   2021 - present
- **Electronic Music Production and Design** and **Piano Performance** double Professional Diploma.
- Participation in the Dream Machine VR project.
- Participation in the next edition of the BerkleeDNA Digital Media & Art Festival.
- GPA: 3.99

Other courses - Multiple locations   2010 - present
- Online course in Kadenze: Intro to Audio Plugin Development.
- Online course in Kadenze: Intro to Real-Time Audio Programming in ChucK.
- 7 consecutive years of summer media creation courses for teenagers at Cinema Kids film school with a focus on sound and music.

Experience

Live Sound Engineer - Berklee Summer in the City   2023
- Sound engineered by myself for dozens of events as part of the Summer in the City series.
- Multiple locations and a variety of PAs, mixers, and microphone systems.

Teaching Assistant - MIT & Berklee College of Music   2023 - present
- Gave programming lectures, managed the student's projects, and assisted them with the technicalities they came into at the Designing VR Worlds course, taught at MIT.
- Students came from MIT, Harvard, and Berklee.

Keyboard Tech, Stage Crew, Engineer - External Affairs, Berklee College of Music, Boston MA   2023 - present
- Designed and live-controlled the keyboard sounds for the Berklee Two Track series and Berklee Career Jam Concert 2023

edition. I was also part of the stage crew and engineering team that made that concert happen.
- Studio keyboard tech and engineer for multiple sessions.

Tech Support - Pro Audio Visual Services at Berklee College of Music, Boston MA   2022 - present
- Participation in the installation and maintenance of the audio technology resources at Berklee.
- Assistance to professors and students in the use of the equipment.
- Spreadsheet database maintenance for the Berklee Tutoring system

Film scorer, sound designer and music producer - multiple projects.   2011 - present
- Participation in the music of more than 20 short films, documentaries, videogames and art installations.
- Won Best Sound and Music at Qatar short film festival in 2015, and Best Documentary Audience Award at the Cambridge Film Festival 2023.
- Attended film school summer camps and courses for 7 consecutive years at Cinema Kids Film School.
- Engineered and produced in professional studio and home locations, including for Two Track series and Career Jam Concert 2023 at Berklee College of Music.

Freelance stage and studio performer - multiple companies and employers, Spain.   2015 - present
- Keyboard player and back vocals singer.
- Played in more than 200 shows, from Gospel choir bands to Queen tributes.
- Many of these were at big venues like Teatro Calderón, Teatro Rialto and Palacio de Vistalegre in Madrid.

Music teacher - Cinema Kids Film School   2016 - 2019
- Taught film scoring to the students at the summer program of this film school for teenagers.
- Worked for three consecutive years.

Skills

- Fluent in **English**, lived in the USA for the past three years.
- **Spanish** native speaker.
- Advanced **programming skills** in the following languages:
    - C, with some C# and C++
    - Python

- Knowledge or intermediate experience with the following programming languages and environments:
    - ChucK
    - Git & GitHub
    - Unreal Engine
    - Unity
    - Arduino
    - CSound and Cabbage
    - Javascript
    - SQL
    - Java
- Wide music **production** and **engineering** skill set with a wide spectrum of tools including Logic Pro X, Ableton Live, Pro Tools, Izotope, Waves, UAD and Pro-Q.

Projects

Granu - a granular synth for Meta Quest 2   2023-present
- Created from individual sample handling in C#.
- Presented at the Designing VR Worlds course at MIT, for which I was a Teacher Assistant.

LUMINECHO - independent music project   2023-present
- Released first single, named Half Truths, on most streaming platforms on December 1st 2023.
- Glitch-pop, electronic indie, all composed, recorded and produced by myself.

Galaxy Harp - Motion sensor based MIDI controller   2023

- Designed and built this Teensy based device that detected the distance of the hands and sent MIDI messages accordingly.
- Performed with it at New Instrument Design 2023 at Berklee College of Music.

Scoring for media - over 20 projects   2020-2021
- Made music for dozens of media projects, including documentaries, short films, and art installations.
- Among others made music for Javier Riera's light art installations, and for Pure Clear Water, which won the audience award for Best Documentary at the Cambridge Film Festival.

Loosy - a synth in mixed reality   2020-2021
- Developed in ChucK language and Unreal Engine through an OSC bridge.
- Attempted to explore the limitations of the Mixed Reality technologies, instead of trying to fight them.
- Capstone project for computer science.

Thumb - art installation connecting Twitter and sound   2022
- Developed in Python and Supercollider in collaboration with two other Berklee students.
- Representing the Berklee Network Orchestra at the DNA festival in 2022.
- Performed sentiment analysis of trends in Twitter and generated music with the results.

Harmonic Analysis of Hermite Functions - a mathematical exploration   2020-2021
- Final thesis of the Mathematics Bachelor's degree.
- Study of the Hermite family of functions, which form an orthonormal mathematical system, to conclude with applications to quantum theory.

Dream Machine Project - VR experience   2020-2021
- Ongoing project under the supervision of Berklee Professors and researchers Akito van Troyer and Lori Landay, in collaboration with artist Nora Hendrix.
- Participation in the interaction system.