Will Rinkoff

 dsm0.github.io (personal site)
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 LinkedIn
currently based in Pittsburgh, PA

EDUCATION

•Carnegie Mellon University *2023*

Bachelor of Computer Science and Music Technology

– **Coursework:**

Software Engineering, Computer Music, Functional Programming, Data Structures and Algorithms, Computer Systems, Theoretical Computer Science, Linear Algebra, Audiovisual Composition, Experimental Capture

•St. Paul Academy and Summit School *2019*

High School
– Writing intensive college preparatory school

EXPERIENCE

•Penrose *February-July 2021*

Software Engineer Pittsburgh, PA
– Designed, proposed and implemented interfaces for a domain specific programming language
– Implemented components of compilation process from user code to SVG specification

•Neort.io *July-August 2020*

Software Engineer Japan (Remote)
– Proposed, developed and deployed a non-trivial website feature in just over a month
– Used Vue.js, Webgl, and Axios to develop a glsl texture loading/managing system
– Communicated with developers across both language and timezone barriers

•Resonant Cavity *July-August 2020*

Audio Processing / Machine Learning Intern Minneapolis MN, May-August 2019
– Developed tools for deep-learning audio analysis/synthesis inside Python
– Implemented/worked with vocal-analysis and synthesis machine learning architectures
– Developed documentation for in-house tools

SELECTED PERSONAL PROJECTS

•lua_tidalvim *2021-Present*

Tool for live music performance via code (livecoding)

– Tools & technologies used: Lua, Neovim, Tidalcycles (Haskell), Supercollider
– Highly-specialized Neovim editor plugin built to compose and perform music with Tidalcycles and Supercollider
– Used to perform music around Pittsburgh, invited to perform in NY, CA, and Internationally

•P5hs + p5jsDirt *2019*

Framework + Environment for writing p5.js creative-coding sketches in Haskell

– Carnegie Mellon 15-112 Term Project. Students were supposed to use Python but they let me use Haskell
– Got an A

SKILLS AND INTERESTS

Linux: Linux (*I use arch btw*)
Languages: Javascript/Typescript, C/C++, Java, Python, Lua, Haskell, Rust, Bash, SQL (learning), wasm (learning)
Developer Tools: Git, Vim, gdb, Valgrind, Make, Stack + Cabal, Stack Overflow
Frameworks: React, Vue.js, Node.js, Unity, Godot, JUCE (learning), Django
Software: Bitwig, Max/MSP, GSuite tools, Adobe Suite, Kdenlive
Soft Skills: writing, creative leadership, team coordination, self direction
Areas of Interest: Digital/Accessible tools for live performance, Audio Processing, Sound Design, Interaction Design

AFFILIATIONS

•Monitor/Volunteer Frank-Ratchye Studio for Creative Inquiry *2019-2023*

•Performer LiveCode.NYC *2022-Present*

ACHIEVEMENTS

•International Conference on Live Coding Accepted as a performer *Utrecht, Netherlands, April 19-23, 2023*

•Received Grants: *BXA Grant (*2), CFA Small Grant, Undergraduate Research Grant, School of Music Travel Grant*