Leonardo Foletto

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Work Experience

QA Lead

Sound Drive - freelance contractor

July 2023 - Current

- design and execute tests on our applications on Mac, Linux and validate the in-car integration
- developed prototypes for new features from the research output of our machine learning researcher
- develop automations for converting a song into a set of assets for our internal audio engine
- prepare and execute test plans and validate vehicles for official demos

Audio QA Automation Engineer

Voicemod

August 2022 - November 2023

- developed python libraries for audio processing, analysis and testing
- integrated the libraries on our applications pipelines on Gitlab
- validated with automated and manual tests quality of software products for Windows, Mac, iOs and Android
- planned and executed company-wide initiatives to promote quality improvements across the organization

Applied Audio Machine Learning Engineer

Distantia, Franz Rosati Studio - freelance contractor

February 2022 – November 2022

- research and designed a pipeline to train neural audio synthesis models with custom datasets from the artist
- provided notebooks to train the models and generate audio
- provided builds of nn~ for Windows and Mac for live performance with the trained models

Audio QA Engineer

Avid Technology

March 2021 – July 2022

- manage and provide feedback to the beta community
- execute manual tests of releases for Pro Tools and related hardware and software products (HDX drivers, audio interfaces, etc.)
- design automation test cases
- cooperate in the inception of Avid's internal audio machine learning team, researching use cases, SotA models and applications and mentoring audio machine learning research student interns

Mixing and Mastering Engineer

The Polymia Experience - freelance contractor

July 2020 – November 2022

Assistant Music Editor

"Beauty", Netflix Studios, Brooklyn, NY - freelance contractor

February 2020 – April 2020

iOs Developer

The Piano Game, Boston, MA - freelance contractor

May 2019 – September 2019

Audio Programming Tutor, Teaching Assistant

Berklee College of Music, Boston, MA - work-study position

May 2018 –May 2019

Percussion Technology Workstudy Supervisor

Berklee College of Music, Boston, MA - work-study position

June 2016 –May 2018

Education	***Bachelor of Music - Electronic Production and Design Acoustics and Electronics minor***
	Berklee College of Music, Boston, MA
	GPA: 3.8, Dean's List
	Jan 2016 - May 2019
Publications	***From Words to Sound: Neural Audio Synthesis of Guitar Sounds with Timbral Descriptors***
	in *Proceedings of the 3rd Conference on AI and Music Creativity* (2022)
	Kairos - a Haskell Library for Live Coding Csound Performances
	in *Proceedings of the 5th international Csound Conference* (2019)
Awards	***Best in-car audio of CES***
	T3.com (2024) - associated with *Sound Drive*
	Instruo Electronic Music Award
	Berklee College of Music (2018)
Open Source Projects	**Kairos - Library for Live Coding performance**
	2018 – Current
	Open Source Research - AI Based Sampler Virtual Instrument
	Production Group Co-Coordinator, The Sound of AI
	November 2020 – May 2022
Affiliations	**Audio Engineering Society**, member
	The Sound of AI - Open Source Research, Production Group Co-Coordinator, community moderator
	Toplap Italia, member
	Livecode.nyc, member
Soft Skills	Self-Starter
	Creative Problem Solver
	Collaborative Team Orientation
	Strong Time Management

Hard Skills

Programming Languages:
python, C++, C, Haskell, Swift

Audio Scripting Languages:
Csound, Max/msp, SonicPi

Digital Audio Workstations:
Pro Tools, Ableton Live, Logic Pro X, Reaper

Audio Editing Software:
Sound Forge Pro, Sequoia, Audacity, iZotope Rx

Machine Learning Libraries and Platforms:
keras, Tensorflow, pytorch, scikit-learn, huggingface_hub, transformers

Project Management:
Agile, Scrum, git, Github, GitLab, Slack, Jira, Trello, MS Teams, Notion

Quality Assurance Tools:
Selenium, Testrails, Zephyr, Sonar

Design Software:
Figma, Miro

Other Software Skills:
MS Office365, Google Docs/Slides/Sheets, Keynote, Jupyter Notebooks, Xcode, Pycharm, Visual Studio Code, JUCE, CMake, Markdown

Operative Systems:
Macintosh OSX, Microsoft Windows, Ubuntu Linux

Languages:
Italian (native), English (full professional), German (basic), Spanish (basic)

Extracurricular

147th AES NY (October 2019): volunteer

Expo '74 (April 2019): volunteer

Music and Health Hackaton (April 2019): finalist, prize winner

Ableton Loop (November 2018): volunteer

EPD Summer Workshop (June 2018): workshop assistant