

# MATTHEW UDRY

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## EDUCATION

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**Vancouver Academy of Music**, Vancouver, BC Expected June 2025  
Artist Diploma, Cello Performance

**Yale University**, New Haven, CT May 2022  
B.A. Computing and the Arts, GPA: 3.78  
Senior Thesis: *Digital Signal Processing Techniques for Reconstructing String Instrument Acoustics*

**International Chinese Language Program**, National Taiwan University, Taipei Jun – Aug 2019  
Fully funded by Richard U. Light Fellowship

## EXPERIENCE

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**Arup**, *Graduate Acoustic Consultant*, Los Angeles, CA Aug 2022 – Jul 2023  
*Acoustic Consultant Intern*, Remote Jun – Aug 2021

- Collaborated with architects, engineers, and other stakeholders to provide acoustic design recommendations for commercial buildings, museums, airports, and recording studios
- Oversaw maintenance and programmed client demos for the Arup SoundLab, an ambisonic listening room for simulation and playback of acoustic models, environmental noise, and sound art installations
- Conducted on-site reverberation time, sound transfer, and noise level measurements to inform design decisions

**Yale Music Department**, *Tech Manager*, New Haven, CT Feb – Jun 2021

- Implemented and oversaw networked, multi-room, COVID-safe rehearsals and recording sessions using Dante Audio, allowing student ensembles to conduct real-time rehearsals and performances when otherwise not possible
- Completed Windows build of department-funded Max wrapper for Google's spatial audio SDK
- Maintained and managed recording studio, computer lab, and classroom AV equipment

**Carnegie Mellon University**, *Research Assistant*, Pittsburgh, PA Jun – Aug 2020

- Collaborated with Professor Johannes DeYoung on an immersive media piece, exhibited at the 2020 B3 Biennial of the Moving Image
- Experimented with neural network-powered music generation, constructing a custom dataset and remotely training models on high-performance computers
- Conceptualized and programmed an adaptive audio system in Unity, utilizing novel synthesis techniques to seamlessly integrate machine-generated audio into virtual environment

## ACTIVITIES & LEADERSHIP

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**Low Strung**, *Music Director* Jan 2019 – Jan 2022

- Organized and led weekly rehearsals for student-run, internationally-touring cello rock ensemble
- Recorded musicians in a studio setting for group album, organizing takes and preparing audio for mixing
- Pushed for more arrangements of new music and revived overlooked ones, doubling number of new pieces per concert and increasing artist diversity

**Yale Daily News**, *Podcast Producer, Sound Engineer, Composer, Contributing Writer*

**Yale Game Developers**, *Treasurer, Programmer, Music Producer*

## SKILLS

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- **Programming Languages:** C/C++, Python, MATLAB, HTML/CSS/JavaScript
- **Tools & Software:** Max/MSP, Unity/Unreal Engine, Wwise, Odeon, Microsoft Excel, PyTorch, DAWs, Dante
- **Foreign Languages:** Advanced Chinese (Mandarin)