

# Manos Dimogerontakis

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My website

Passionate and experienced Sound Engineer with a Master's degree in Sound and Music Computing and over five years of hands-on experience in live sound and studio practises. Specialized in audio processing, designing digital musical instruments, and embedding programming with a focus on inclusive practices. Adept at digital signal processing (DSP) and audio modeling, combined with a solid background in acoustics. Seeking to leverage my expertise in a dynamic and creative environment to innovate and advance audio applications. Passionate about creating seamless user experiences and continuously learning new technologies to enhance development processes.

## Experience

### Sound Technician *H15 Scene*

02/2023 - until now

#### Responsibilities

- live audio for concerts
- setting up , tuning the system
- responsibility for delivering the best possible artistic/technical outcome
- shift manager
- contact and discuss with the artist and the organisers the tech riders, and their vision for the shows

Tech Stack Midas M32

### DSP Engineer *Componental*

05/2022 - til now

Dubby debugging Gen to C++ exporter for the device

#### Responsibilities

- coding: development, debugging
- implementing FM synthesis for the device
- showcasing the device in Sonar festival

Tech Stack Gen /Max Msp, C++, Js.

### Research Assistant *Aalborg University*

08/2022 - 12/2022

Tangible sequencer with vibrotactile feedback development

#### Responsibilities

- Internship in research for accessible music technologies for music training. During the internship, I developed a digital music instrument for kids with hearing impairment.

Tech Stack Pure Data, C++, Kicad

### A/V Technician *Andreadis S/A*

02/2021 - 08/2021

#### Responsibilities

- installation and operation of audiovisual systems for live events
- broadcasting
- Audio mixing and editing

Tech Stack Vmix, Dante)

## Sound Engineer *freelance*

02/2018 - 08/2021

installation and operation of audiovisual systems for live events

communicating with the artists and the organisers for creating the tech riders and discuss about their vision of the show

broadcasting

Audio mixing and editing

post production services

Tech Stack Midas M32, Allen Heath SQ6, DIGICO S21, Pro-tools, WaveLab 8, REAPER.

## Sound Engineer *ERT*

03/2019 - 09/2019

### Responsibilities

- recording, mixing, editing musical esebmbles and radio shows
- managing a recording studio
- broadcasting

Tech Stack WaveLab 8, Pro-tools, Dante.

## Education

### Msc in Sound and Music Computing *Aalborg University*

09/2021-12/2023

- Master Thesis: MusiCane: an Accessible Digital Instrument inspired by the white cane

### Bsc in Sound and Musical Instruments Technology *Ionian University*

09/2014-05/2020

- Bachelor Thesis: ALGORITHMIC SOURCE SEPARATION OF MONOPHONIC DRUMS' SIGNAL

## Additional activity

### Publications

- Emmanouil Dimogerontakis, Dan Overholt, Stefania Serafin, MusiCane: an Accessible Digital Instrument inspired by the white cane, Full paper, NIME, Utrecht, September 2024
- E.Dimogerontakis, Spatialized Polyphonic Granular, Demo paper, Sound and Music Computing Conference, Saint-Etienne, June ,2022,<https://doi.org/10.5281/zenodo.6770013#.Yr2ebAFQwAA>.mendeley

### Volunteering

- Member of the Quantum Collective
- Audio engineering in different volunteer-based venues (Union, Ungdomshuset, UnderWerket)

## Languages

Greek: Native language  
English: Fluent  
German: Intermediate  
Danish: Beginner

## Hobbies

Cycling  
Drawing  
Jamming  
Hiking