Audio Developer | Sound Engineer

Manos
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Portfolio

Audio Developer with a Master's degree in Sound and Music Computing and over eight years of experience in live sound, studio practices, and digital musical instrument design. Skilled in audio DSP, acoustics, and sonic interaction design focusing on accessibility.

Experience

Audio Developer Intern *IDUN Audio*   01/2026 - Present

Responsibilities

- Developed a VST3 and WebAssembly application for an audio product to showcase to potential clients
- Used JUCE as the backend for DSP and UI elements, and compiled a custom C library to WebAssembly
- Built and maintained cross-platform tooling and CLIs to support development and demos
- Worked in C/C++ with Git and CMake-based build pipelines

Tech Stack   C, C++, JUCE, VST3, WebAssembly, Git, CMake, CLI tools

Sound Technician *H15 Scene*   02/2023 - Present

Responsibilities

- Managed live sound and multitrack recordings for concerts and events
- Set up, configured, and tuned PA systems to suit venue acoustics and performance needs
- Delivered high-quality artistic and technical outcomes under live conditions
- Collaborated closely with artists and organizers to refine technical riders and align production with their creative vision, enhancing both performance quality and audience experience.
- Acted as shift manager, coordinating technical workflow and on-site operations

Tech Stack   Midas M32, REAPER,A andH SQ6, RCF TT-series,Dante

DSP Engineer *Componental*   06/2024 - 11/2024

Dubby

Responsibilities

- programming: development and debugging the exporter from Gen (visual programming with DSP block inside Max MSP) to C++ code
- implementing audio algorithms and sound synthesis algorithms in Gen Max MSP.
- showcasing the device in audio related events (Sonar festival, Refractions etc)
- measuring the SNR of the codecs

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

Research Assistant *Aalborg University*

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, Adobe Illustrator, Dirac, MATLAB

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,Yamaha QL5

Sound Engineer *freelance*

02/2018 -Present

Installation and operation of audiovisual systems for live events
Communicating with the artists and the organizers for creating the tech riders and discuss 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,Allen Heath Avantis .

Sound Engineer *ERT*

03/2019 - 09/2019

Responsibilities

- Recording, mixing, editing musical ensembles 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   *Volunteering*

Publications

- Emmanouil Dimogerontakis, Dan Overholt, Stefania Serafin, MusiCane: an Accessible Digital Instrument inspired by the white cane, Full paper, NIME, Utrecht, September 2024, `https://doi.org/10.5281/zenodo.13904852`

- E.Dimogerontakis, Spatialized Polyphonic Granular, Demo paper, Sound and Music Computing Conference, Saint-Ettienne, June ,2022,`https://doi.org/10.5281/zenodo.6770013#.Yr2ebAFQwAA.mendeley`

- Member of the Quantum Collective

- Tech Manager at KUNE festival

- 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