Audio Developer | Sound Engineer

Manos Dimogerontakis

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Portofolio

Audio Developer with a Master's degree in Sound and Music Computing and over five 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

Sound Technician *H15 Scene*   02/2023 - Present

Responsibilities

- live audio and recordings for concerts
- setting up, tuning the system
- delivering the best possible artistic/technical outcome
- shift manager
- collaborating with artists and organizers to refine technical riders and align show production with their creative vision, enhancing performance quality and audience experience.

Tech Stack   Midas M32, REAPER

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)

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, Adobe Illustrator

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*

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.

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

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`

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