

# Mike Berry

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## **Chief Technology Officer, Blue Spike Inc. 1999 – 2001**

[www.bluespike.com](http://www.bluespike.com)

Head of research and development for a leading digital watermarking company. Managed a team of 8 developers. Performed core research and algorithm development and implementation. We delivered 8 watermarking products in different markets. I participated in industry standardization efforts (Secure Digital Music Initiative - SDMI). Co-authored 6 patents and pending patents.

All core watermarking code was implemented in platform-independent C++. Specific products were targeted at one or more of the following platforms: Windows, Macintosh, and Linux. I designed and wrote all of the audio watermarking algorithms, several audio watermarking applications, and one image watermarking application. I oversaw the porting of one audio watermarking product to two DSP platforms. I also designed the API for the watermarking SDK. My original development of the algorithms and software began in 1997.

## **Contract Projects: Mixman Macintosh 1998 – 1999**

[www.mixman.com](http://www.mixman.com)

Mixman is a real-time DJ mixing application. I performed the original port of the audio engine from Windows to Macintosh. I also participated in all aspects of the port during its later stages, including audio, MIDI, and user interface coding.

## **Prosoniq TimeFactory 1998 – 1999**

[www.prosoniq.com/html/timefactory.html](http://www.prosoniq.com/html/timefactory.html)

TimeFactory is a high-quality, final mix, time and pitch converter. I wrote the user interface for TimeFactory for both Macintosh and Windows. The application is built around the Prosoniq MCFE engine. On both platforms, the application allows the user to convert and audition AIFF and .wav files.

## **Opcode Fusion:Vinyl and Fusion:Filter 1997 – 1998**

<http://www.opcode.com/products>

Fusion:Vinyl and Fusion:Filter are audio processing plugins for a variety of plug-in architectures. I wrote the core, cross-platform, audio signal processing for both products. Fusion:Vinyl is a record simulator, producing vinyl-like artifacts on digital files.

Fusion:Filter is a powerful filterbank for applying multiple filters and distortions to digital files.

**Software:**

**Grainwave 1996 – 2001**

[www.nmol.com/users/mikeb/grainw.htm](http://www.nmol.com/users/mikeb/grainw.htm)

Grainwave is a real-time software synthesis and DSP system for Macintosh. It includes a complete graphical audio programming language. GrainWave won first prize in the Bourges Music Software Competition in 1998. I designed and wrote all aspects of GrainWave, and distribute it as shareware.

**Pedalfects 1999 - 2001**

[www.nmol.com/users/mikeb/pedal.htm](http://www.nmol.com/users/mikeb/pedal.htm)

Pedalfects is an easy-to-use real-time software effects processor. I designed and wrote all aspects of Pedalfects, and distribute it as shareware.

**Education:**

MA in Music Composition, Mills College, 1997

BA in Music and Astronomy, Amherst College, 1991

**Skills:**

Project Management and Planning, API Design, Digital Signal Processing, Audio Coding,  
GUI Design, Code Optimization, Hardware Porting.

Languages: C, C++ on Mac, Windows, and Linux. Frameworks: PowerPlant, MFC.

Programs: CodeWarrior, Visual C++, C++ Builder. Systems: Macintosh, Windows.

I have experience as a recording engineer, sound-reinforcement engineer, and radio broadcast engineer.