

KYLE B. SMITH

DESIGNER • ENGINEER • CREATIVE TECHNOLOGIST

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY — ATLANTA, GA

M.S. IN MUSIC TECHNOLOGY, MAY 2026 • PH.D. CONTINUATION CONFIRMED FALL 2026

Member, Audio Engineering Society

UNIVERSITY OF COLORADO BOULDER — BOULDER, CO

B.S. IN CREATIVE TECHNOLOGY & DESIGN, 2024 • ENGINEERING HONORS PROGRAM

PROJECTS & RESEARCH HIGHLIGHTS

Biome-in-a-Box — Thesis (Georgia Tech)

Designed a tabletop ecological performance instrument using agent-based and neural cellular models to modulate real-time sound synthesis; explores system co-agency and embedded machine learning interface design.

Python, OSC, Ableton/Max, SuperCollider, Raspberry Pi, Embedded Systems, Human Computer Interaction

Proxima — Studio Loudspeaker Startup

Co-founded a design-forward loudspeaker brand merging acoustic science and industrial design; fabricated fiberglass, and bamboo enclosures, assisted with DSP tuning, and brand identity.

Fusion 360, Blender, FDM/CNC Prototyping, C++, DSP Concepts, Marketing, Branding

Biophilic Ambisonics Project — Conference Installation

Developed a system combining multiple RAVE models and synthesis techniques to generate naturalistic ambisonic soundscapes; installed a 16.1 system exploring the restorative potential of biophilic auditory environments. Presented at the Biophilic Leadership Summit (2024 & 2025).

Max/MSP, RAVE Generative Models, SuperCollider, Ambisonic Multichannel Audio Encoding/Decoding, Biophilic Design

PROFESSIONAL EXPERIENCE

National Geographic — Freelance Engineer & Photographer / Field Assistant • 2017–2019

Collaborated with National Geographic Explorers on environmental storytelling projects (Boiling River & Jaguar Shaman); supported imaging and technical logistics.

QuantumIoT — Intern (Wireless Sensing) • 2018

Prototyped a wireless water-quality monitoring device integrating 3D-printed housings with IoT sensor stack. Contributed to firmware and data transmission design for remote sensing.

University of Colorado Boulder — Learning Assistant, ATLS 3200 “Sound” • 2020

Assisted instruction in sound design and music production; guided students in Ableton, Max/MSP, and synthesis fundamentals.

Boulder Creative Collective — Resident Artist • 2021–2022

Produced and curated a solo exhibition of multimedia works; oversaw fabrication, installation, and visitor engagement.

EXHIBITIONS & CONCERTS (SELECTED)

“Blank Canvas” — The Art Farm, Serenbe (Upcoming - 2026)

“I Wouldn’t Want To Be Like You” — Boulder Creative Collective (2022)

A Salute to the Presidential Scholars — Kennedy Center (2019)

National YoungArts Week Exhibition — Miami (2019)

HONORS & RECOGNITION

Dean’s Fellowship, Georgia Tech College of Design (AY 2025–26)

U.S. Presidential Scholar in the Arts (2019)

YoungArts Finalist in Photography (2019)

PATENTS

US 9619996 B1 — Distributed Wild Fire Alert System

US 8558702 B2 — Apparatus and Method for Preventing Pressure Injuries and Circulatory Problems in Sedentary Patients

TECHNICAL & DESIGN SKILLS

Design & Prototyping: Figma, Blender, Fusion 360, SketchUp, KiCad, Adobe Suite

Audio & Interaction: Max/MSP, Pure Data, SuperCollider, Ableton, Pro Tools, Reaper, Unity, TouchDesigner, Processing

Software & Hardware: Python, C++, Java, Arduino, Raspberry Pi, STM32, ESP32,

Research: Human–Computer Interaction, ML-Assisted Creativity, Spatial Audio, Generative Environmental Soundscapes