

# ELI STINE, PhD

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## EXPERIENCE

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**Meta** 2022-Present

*Software Engineer IV, Reality Labs-Research, Audio Presence*

- Supported multimedia experiences of audio research presented to VPs, CTO, and CEO
- Contributed to spatial audio projects for next-gen wearable tech that led to 3+ product-level tech transfers (WhatsApp, Meta Quest 3 Headset, Ray-Ban® Meta Smart Glasses)
- Coded telepresence app with live geometric acoustics, 94% experienced copresence
- Wrote perception testing app for multimillion-dollar facility used on 80+ participants

**Oberlin Conservatory** 2019-2022

*Visiting Assistant Professor, Technology in Music and Related Arts*

- Taught self-designed courses on music technology with 100% positive evaluation, maintained studio of 20 students, instructing composition and professional development
- Published research in 12 international conferences/festivals
- Programmed *ObieVerb*, concert hall reverb simulator, used by 200+ students

**Goethe Institute** 2018-2021

*Audio Programmer, Sound Designer*

- *VRWandlung*, VR adaptation of Kafka's *Metamorphosis*, toured 35 countries, 150+ articles
- *The Infinite Library*, VR installation, 15+ cities, official selection of London Film Festival

**Frame Rate Oy** 2020-Present

*Audio Programmer, Sound Designer*

- *MUT-AT1-ONS*, motion reactive audio-visual experience, sponsored by Genelec (\$40,000+) and installed at Sideways Festival and Helsinki Museum of Technology

**University of Virginia** 2015-2019

*Instructor & Teaching Assistant, Composition & Computer Technologies*

- Taught self-designed courses on music technology, theory, and production
- Sourced \$35,000+ in grants from UVA Arts Council, Environmental Sciences Department, and Institute for Humanities and Global Cultures

## EDUCATION

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**University of Virginia (Jefferson Fellow)** May 2019

PhD and MA, *Music Composition and Computer Technologies*

**Oberlin College & Conservatory** May 2014

BA, *Computer Science* and BM, *Technology in Music and Related Arts*

## SKILLS

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**Coding:** Max, C#, C++, Matlab, Javascript, Python, Processing, Git, Arduino

**Media:** REAPER, Ableton, Pro Tools, Adobe Suite, Unity, Blender, WWISE