Juan Riera Gomez

Experienced Music Producer, Studio and Mix Engineer, Sound Designer, and Music Technologist with a strong foundation in audio technology, recording, and production. Combines technical expertise in mathematics and computer science with a deep creative passion for crafting innovative and impactful sound experiences.

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Education

Berklee College of Music - Boston, MA   2021 - 2024
- **Electronic Production and Design** with a minor in **Recording and Production.** Focused on new audio technologies, music production and engineering, and sound design.
- Innumerable studio sessions and live events.
- Developed pieces of tech for Dream Machine VR project, and Berklee DNA Digital Media Art Festival among other events.
- World Tour Scholarship and Thrive Scholarship recipient.

Autonomous University of Madrid - Madrid, Spain   2015 - 2021
- Double Bachelor's Degree in **Computer Science** and **Mathematics**.
- Graduated with 3 High Honors.
- Dozens of programming projects for classes.
- Comunidad de Madrid Excelence Scholarship for academic success.

Job Experience and Projects

Music producer, studio recording & mix engineer, sound designer, media scorer - multiple projects.   2011 - present
- Core member of the **Berklee Marketing Team** as a Sound Designer, Mix and Recording Engineer for their media content.
- Freelance producer and mix engineer in **dozens of projects,** including his own (LUMINECHO) among other independent artists like Mia Zeta, Celia Rigo, Bianca Cabili, Kiraz and Ricos y Famosos.
- Countless hours engineering and producing in professional studios and home locations.
- Created the Music and Sound Design for more than 30 **short films, documentaries, video games, and art installations** (Incl. **Best Sound and Music** at the Qatar Short Film Festival in 2015, and **Best Documentary Audience Award** at the Cambridge Film Festival in 2023)

Live Show Production Manager, Sound Engineer, Keyboard Tech and Stage Crew- Berklee   2023-present
- Production Manager and Sound Designer for **Berklee Career Jam Concert 2024** and **2025**.
- Backing Track producer for **Idolos Latinos BPC show 2023**.
- Sound engineered on his own for dozens of events as part of the **Summer in the City** series, with multiple locations and a variety of PAs, mixers, and microphone systems.
- Designed and live-controlled the keyboard sounds for the Berklee Two Track series and Berklee Career Jam Concert 2023 edition. Was also part of the stage crew and engineering team that made that concert happen.

Audio Software Developer - Multiple employers   2024-present
- **Founding Engineer** and **Chief Interactive Audio Officer** at Starchild Music. Revolutionizing how we interact with streamed music. Working in partnership with the Grammy Awards, CESAC and Volkswagen.
- Dozens of independent projects including Granu (a granular synth for Meta Quest 2, presented at Designing VR Worlds at MIT, and currently in open beta phase), Galaxy Harp (a Motion sensor based MIDI controller, presented at New Instrument Design 2023 at Berklee College of Music), Loosy (a mixed reality based synth), Dream Machine Project etc.

Teaching Assistant - **MIT** & Berklee College of Music   2023
- Helped organize the course content focusing on immersive audio and cutting-edge VR and AI technologies.
- Gave programming lectures, managed the student's projects, and assisted them with the technicalities they came into at the Designing VR Worlds course, taught at MIT.
- Students were a mixture of MIT, Harvard, and Berklee.

Tech Support - Pro Audio Visual Services at Berklee College of Music, Boston MA   2022 - 2023
- Installation and maintenance of audio technology resources and sound equipment at Berklee.
- Assistance to professors and students in the use of the equipment.
- Spreadsheet database maintenance for the Berklee Tutoring system

Freelance stage and studio performer - multiple companies and employers, Spain.   2015 - present
- Professional keyboard player and back vocals singer.
- Played in more than 200 shows, from Gospel choir bands to Queen tributes.
- Many of these were at big venues like Teatro Calderón, Teatro Rialto and Palacio de Vistalegre in Madrid.
- Studio performer for dozens of released songs (Ganoush Collective, LUMINECHO, Kiraz, Ricos y Famosos, Dori Rich, Dr. Blues)

Music teacher - Cinema Kids Film School   2016 - 2019
- Taught film scoring to the students at the Cinema Kids Film School summer programs for teenagers.
- Worked for three consecutive years.

Skills

- Wide music **production** and **engineering** skill set with a wide spectrum of tools including:
  - Multiple DAWS: **Ableton Live**, **Pro Tools**, **Logic Pro X**, **LUNA**
  - Audio Plugins: UAD, UADx, Serum, Izotope Suite, Waves, FabFilter, Soothe2, SoundToys, Sound Radix, Sound ID.
  - Other audio editing software: Melodyne, RX, Audacity, Spear
- Variety of computer science skillsets:

  - C
  - C#
  - C++ with JUCE
  - Python
  - Max (with RNBO)
  - XCode
  - AWS
  - ChucK
  - Git & GitHub
  - Unreal Engine
  - Unity with MRTK
  - FMod and Wwise
  - Visual Studio, Code
  - Make
  - CSound and Cabbage
  - SQL
  - BASH
  - Arduino
  - Javascript (Typescript, ToneJS, WebAudioAPI)
  - Terminal

- Fluent in **English**, lived in the USA for the past four years.
- **Spanish** native speaker.
- Deep knowledge of digital sound processing, sound design, synth programming, and computer audio.

Other courses

- Online course in Kadenze: Intro to Audio Plugin Development.
- Online course in Kadenze: Intro to Real-Time Audio Programming in ChucK.
- 7 consecutive years of summer film courses for teenagers at Cinema Kids film school specializing in sound and music.