Audio Engineer

# Kenkichi Iino

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## Summary

- Over 15 years of experience in various sound engineering roles in London, New York, Toronto, and Tokyo, holding Master's degree in Audio Science and Technology.
- Extensive expertise in live sound operation, room acoustics, and audio system design.
- Conducted research and listening tests on immersive sound experiences in virtual reality for my Master's thesis, validating the plausibility of the spatial audio techniques with ambisonics, impulse response and convolution.
- Proficient with Pro Tools, Reaper, and Logic for sound creation, recording, editing, and mixing.
- Recognized for exceptional technical management and innovative audio solutions in high-pressure environments.

## Skills

- **Audio-Visual Systems:** Expertise in setting up, operating, and troubleshooting complex AV systems for various events.
- **Digital Audio Workstations (DAW):** Advanced proficiency in Pro Tools, Reaper, and Logic.
- **Video Editing:** Skilled in using FinalCut Pro for creating and editing video content.
- **Programming & Development:** Experienced in scripting audio processing, developing web applications with object-oriented programming and databases.
- **Spreadsheets:** Advanced skills in Excel for numerical projects and data analysis.

## Education

University of York (United Kingdom)

MSc Audio and Music Technology                                            Sep 2021 - Sep 2022

- **Psychoacoustics & immersive sound**: Gained in-depth scientific and practical knowledge in acoustics, psychoacoustics, and advanced sound technologies, including spatial audio, ambisonics, and human-computer interaction.
- **Virtual Reality**: Designed and implemented a virtual reality space using Oculus Quest 2 and Unity with C# scripting to integrate immersive audio and visual elements.
- **Audio Processing**: Developed proficiency in MATLAB for audio processing, creating synthesizers, audio effects, and binaural soundscapes.
- **App Development**: Created a microtonal synthesizer application using Swift 5.4 in XCode 12.5, leveraging the AudioKit library for enhanced audio capabilities.
- **Interactive Systems**: Engineered an interactive interface incorporating BBC MicroBit, Python, Puredata, and electronic components to facilitate innovative user interactions.
- **Technical Documentation:** Enhanced technical documentation and presentation skills using Microsoft Office and FinalCut Pro.

## Work Experience

Institute of Contemporary Arts (United Kingdom)

Audio Technician                                                         August 2023 - Present

- **Spatial Audio System**: Oversee the 360 Soundscape system at a 400-capacity venue for live music and various art performances, collaborating with d&b Audiotechnik, the sound system manufacturer, ensuring the highest quality audio experience.
- **High-Profile Support:** Facilitate performances by renowned artists like Nicolas Jaar and Shabaka Hutchings, ensuring exceptional audio delivery.
- **Event Coordination:** Collaborate with Technical and Event Managers to plan and execute events, integrating technical elements to meet performance requirements.
- **Team Leadership:** Lead a team of freelance sound technicians, ensuring adherence to professional standards.
- **Technical Troubleshooting:** Resolve technical issues promptly, maintaining smooth operations under tight time constraints.

Royal Academy of Arts (United Kingdom)

Audio Visual Technician                                                     May 2023 - July 2023

- **Event AV Support:**: Provided comprehensive audio-visual support for a range of events including art exhibition installations, online workshops, and hybrid meetings. Adapted to various room setups to meet the unique requirements of each event.
- **Technical Operations:** Set up, operated, and maintained AV systems for lectures and presentations, ensuring optimal sound and visual quality.
- **Team Collaboration:** Participated in weekly team meetings, contributing technical insights and supporting smooth event operations.

Yamaha Corporation (Japan)

QA Tester & Technical Support Engineer                                      Oct 2020 - Feb 2021

- **Technical Support**: Delivered expert support for Yamaha's professional audio products, resolving technical issues and ensuring customer satisfaction.
- **Quality Assurance Testing**: Conducted QA testing on audio software and firmware for digital mixers and network switches, enhancing product quality.
- **Audio Networking**: Specialised in audio networking technologies, including Dante and MIDI, troubleshooting and optimising networked audio systems.

Self-Employed (UK, US, Canada and Japan)

Live Sound/Recording Engineer                                              Jan 2006 - Present

- **Live Sound Engineering:** Proficient in setting up and operating both digital and analogue sound systems for a diverse range of music performances, speeches, and corporate functions.
- **Music/Audio Production**: Produce, record, and mix audio content across multiple genres, adeptly navigating professional studio environments and home studio setups.
- **Versatile Experience**: Efficiently collaborate across diverse teams, companies, and venues, adapting seamlessly to unique technical and acoustic requirements.

## Training & Certification

- **IPAF MEWP Mobile Vertical [3A]**
Certified in June 2023
Qualified to operate mobile elevated work platforms, ensuring safe operations at heights.

- **IOSH Managing Safely**
Certified in October 2020
Trained in managing health and safety responsibilities in the workplace.

- **Dante Certification Level 3**
Certified in November 2020
Advanced expertise in Dante audio networking for complex network architecture.

- **Web Application and System Engineering Course**
Completed 2020-2021
Developed skills in object-oriented programming (Java, Python), web development (HTML, CSS, JavaScript), and database management (Linux, MySQL). Created a CRM application as part of a team.