

Atharva Dhekne

New York, NY

+1 (646) 639-5802 • aad9009@nyu.edu • atharvadhekne@gmail.com

[LinkedIn](#) • [Portfolio](#) • [GitHub](#) • [tactonic.com](#) • [CV](#)

Interests: Immersive and spatial audio, game audio, product mgmt, sound design, recording, mixing, mastering, & production.

Professional Experience

Immersive Engineer, Mastering Production Engineer • Sterling Sound *New Jersey, USA*

Sep 2024 - Present

- Mastering production for Chris Gehringer, Greg Calbi, Steve Fallone, Joe LaPorta, and Will Quinnell for a wide range of artists and genres.
- Recent stereo work includes Dua Lipa, Rihanna, Lorde, Selena Gomez, Rauw Alejandro, Bad Bunny, Pharrell Williams, Metro Boomin, OneRepublic, Sam Fender, Florence + The Machine, BLACKPINK, Rosé, JENNIE, j-hope, KATSEYE, Jin, Le Sserafim, ILLIT, Turnstile, Central Cee, Young Nudy, BigXThaPlug, Lin Manuel Miranda, David Guetta, Jelly Roll, Enhypen, Karan Aujla, AP Dhillon, Diljit Dosanjh, Shubh.
- Recent immersive work includes The Rolling Stones, Carlos Santana, Billy Joel, Green Day.

Regional Ambassador • Eventide Audio *New Jersey, USA*

Apr 2024 - Present

- Product, sales, marketing, and strategy for the Eventide rackmount, plugin, and pedal product range.
- Researching technology, market and industry trends to liaise cross-functional teams and identify new product opportunities.
- Development and testing for the H9000 rackmount studio effects processor, Misha Eurorack interval-based instrument and sequencer, and unreleased software.

Recording/Mixing/Mastering Engineer • Freelance *New York, USA*

May 2023 - Present

- Recent work: David Byrne, Jerry Barnes, Graham Hawthorne, Sui Generis Records, Barry Finnerty, The High Standards Orchestra (HSO), Bobby Wooten III, Bailen, Riley Burke, confidential client (*Grammy nominated*).

Assistant Audio Engineer, Producer, Archivist • Kevin Killen *New York, USA*

May 2023 - Present

- Assisting 8x Grammy Award winning producer and mixing engineer; engineering overall audio post-production and sound mixing workflows. Overseeing studio administration, scheduling, and production-related tasks. Facilitating archival and documentation of multi-track projects.

Studio Production Coordinator • Jungle City Studios *New York, USA*

Apr 2024 - Sep 2024

- Assisted on recording sessions for Ariana Grande, Dua Lipa, Alicia Keys, Justin Bieber, J Balvin, Future, Travis Scott, Lil Nas X, Cardi B, Lil Uzi Vert, Charli XCX, Swizz Beatz, Offset, JT, Lil Wayne, Netflix, Morelli, Megan Thee Stallion, Tyla, Lil Baby, A Boogie Wit Da Hoodie, G-Eazy, Destroy Lonely, Polo G, Jean Nelson, Simone Torres, Addison Rae, and more.

Staff Assistant Engineer • Sear Sound *New York, USA*

Jan 2024 - Mar 2024

- In house staff for recording and mixing sessions. Worked with Sting, D'Angelo, Chris Allen, Todd Whitelock, Helen Sung, Sasha Matson, Kelly Green.

Audio Engineer, Production Coordinator • New York University *New York, USA*

Jan 2023 - May 2023

- Engineered the Turn Up Festival 2023 based on NYU Holodeck (NSF Award #1626098). Enabled audio linking between NYU and the University of Arizona for their distributed performances using CoreLink (NYU High Speed Research Network); engineered audio for the performances. Coordinated audio, rehearsals, final performances, and overall production.

Audio Engr., Production Assistant • Clive Davis Institute of Recorded Music, NYU Tisch *New York, USA*

Jan 2022 - May 2023

- Oversaw and advised technical and administrative activities for clients, engineers, faculty, and students in the production studios and labs, for recording sessions, classes, and events. Handled record-keeping, supervising inventory, troubleshooting, and maintenance of software, instruments, microphones, and audio equipment.

Audio Programmer Intern • Rockstar Games *New York, USA*

Jun 2022 - Aug 2022

- Worked on audio and music implementations on the engine and game level, as well as design and production aspects for *Grand Theft Auto VI*. Expanded data-driven functionality of DSP effects on the effect chain using Rockstar's audio tools.
- Implemented variable parameter functionality for the proprietary synthesizer and all DSP effects, enabling macro functionality for multiple parameters. Added mastering effect chain functionality to the master buss.
- Introduced console-specific debugging and audio metering capabilities to builds of the game. Added console-specific audio mastering functionality in-game.

Technical Writer and Project Committer • WordPress and Google *Remote (Global)*

Aug 2020 - Sep 2021

- Selected as a Technical Writer for Google's Season of Docs. Designed the WordPress Documentation Style Guide for WordPress.org used universally across WordPress documentation by developers and end-users.
- Core committer to the WordPress Core, Meta, Docs, and Polyglots communities with multiple PRs & tickets merged.

Project Researcher • Automotive Research Association of India (ARAI), Govt. of India *Pune, India*

Aug 2020 - Jun 2021

Project Manager, Research and Development Fellow • Muellners Foundation *Remote (Global)*

Mar 2020 - Mar 2021

Education

New York University (Steinhardt School of Culture, Education, and Human Development)

Master of Music (MM), Music Technology; 3.73/4

Savitribai Phule Pune University (Pune Vidyarthi Griha's College of Engineering and Technology)

Bachelor of Engineering (BE), Computer Engineering; First Class with Distinction - 8.2/10

2021 - 2023

2017 - 2021

Research and Project Experience

Graduate Thesis - Aesthetics of Procedural Audio in Video Games and Immersive Environments

Sep 2021 - May 2023

Technical and Creative Proficiencies

Programming Languages: C++/C, C#, Python, HTML, CSS, JavaScript, PHP, SQL, XML, Java

• Software and Tools: Unity, Unreal Engine, WordPress, Microsoft Office Suite, AutoCAD, Git, Atlassian, Jira, Trello, Adobe Premiere, Adobe Photoshop

Audio Production/DAW: Ableton Live, Avid ProTools, Logic Pro, Wwise, Dolby Atmos, Max/MSP, DMG, FabFilter, Eventide, Waves, DMG, PSP, Sonnox, Spitfire Audio, Native Instruments, iZotope, Korg, UAD, UVI, u-he, MIDI, SSL/Neve/API consoles

Music: Piano (20 years), Djembe (5 years), production, composition, music theory, music history

Languages: English, Marathi, Hindi, German, Japanese

Leadership Roles/Campus and Community Involvement/Volunteering

Audio Engineering Society - Conference Event Coordinator AES Convention 2023, 2022.; Fall 2021 Show Moderator

IRCAM (The Institute for Research and Coordination in Acoustics/Music) - Assistant Audio Engineer for IRCAM Forum NY

WordPress - Documentation Team Technical Writer

• Google Developer Student Club (GDSC) PVGCOET - Chief Editor

Muellners Foundation - R&D Volunteer

• TEDxPVGCOET, TEDxKothrud - Lead Organizer and Licensee 2021, 2020