

# Satyarth Arora

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## PUBLICATIONS

**S.Arora and C.Bennett** Fast Algorithms for BlackBox Modeling of Static Hammerstein Nonlinearities. (Oct 2022)  
Paper

## EXPERIENCE

<b>Audio DSP Research, Samsung Research America (DMS Audio Lab)</b> <i>Internship</i>	Valencia, California
	May 2025 - Aug 2025, Full-time
<ul style="list-style-type: none"><li>• Came up with novel signal processing algorithms</li><li>• Designed and developed prototyping and testing framework for audio signal processing algorithms</li><li>• Developed nonlinear models for Loudspeakers and Microdrivers</li></ul>	
<b>Computer Science, University of Miami</b> <i>Research Assistant</i>	Coral Gables, Florida
<ul style="list-style-type: none"><li>• Collaborating with the Physical Therapy Department on Human Balance Research</li><li>• Developing Camera Software and analysis tools</li></ul>	Dec 2025 – Present, Full-time
<b>Computer Science, University of Miami</b> <i>Head Teaching Assistant</i>	Coral Gables, Florida
<ul style="list-style-type: none"><li>• Manager for all Teaching Assistants in the Computer Science Department</li><li>• Secondary Instructor for Operating Systems (CSC 421), System Programming (CSC 322), Computer Networks (CSC 424), Computer Programming II (CSC 220)</li><li>• Lab Instructor for Data Science with R (CSC 115)</li></ul>	Aug 2023 - Dec 2025, Full-time

## EDUCATION

<b>University of Miami</b> <i>PhD in Computer Science; Advisor: Dr Mitsunori Ogihara</i> Research focused on Antialiasing Algorithms and Semantic Audio	Coral Gables, Florida Aug 2023 – May 2026
<b>University of Miami</b> <i>M.S in Music Engineering Technology; Advisor: Dr Christopher Bennett</i> Research Focussed on DSP Algorithm Optimization and Audio Software Development	Coral Gables, Florida Aug 2021 – May 2023 GPA : 3.9/4

## PROJECTS

<b>AuxPort</b>   <a href="#">GitHub</a>	<ul style="list-style-type: none"><li>• Independently developed open source C++ library that provides Audio, DSP, and GUI modules for Audio Software Development.</li></ul>
<b>WatchDog</b>   <a href="#">GitHub</a>	<ul style="list-style-type: none"><li>• Real time gunshot detector and response system</li><li>• Wrote the audio recording and network streaming library that sends in audio input to the Gunshot Detection Module</li></ul>
<b>AuxPlugins</b>   <a href="#">Website</a>	<ul style="list-style-type: none"><li>• Assorted Audio Effects and Synthesizer Plugins<ul style="list-style-type: none"><li>- <i>AuxRumble</i> – Psychoacoustic Bass Enhancer for Small Speaker setups</li><li>- <i>AuxWiden</i> – Filter based Stereo Widener</li><li>- <i>AuxShaper</i> – Bezier Curve based Waveshaper with Antialiasing</li><li>- AuxSynth – Additive Harmonic Synthesizer</li><li>- AuxRack – Effect Rack with Pitch Bend, Delay, Distortion, Filters</li></ul></li></ul>

## SKILLS

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**Languages | Frameworks** C++, C, MATLAB, C#, Java, Python, JavaScript, SQL, Objective-C | JUCE, RackAFX, ASP.NET,p5.js

**Methodologies | Technologies** Agile, Scrum, OOP, Functional Programming | MS-SQL, Oracle SQL, OWL Data Diode, Git, Arduino, CMake, Simulink, MaxMSP

**Libraries:** CURL, uvgrTP, LibTorch, RTAudio, PortAudio