Jack Ridley
Software Engineer

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github.com/ridleyjj

Software Engineer with a background in sound design, audio programming and DSP. Experienced in automation, C++/JUCE, and full-stack web development. Skilled at bridging creative sound design with rigorous engineering practices to deliver robust, high-quality audio systems.

Education

MSc Sound Design 1st University of Edinburgh | **BA (Hons) Drama** 2:1 Queen Mary University of London

Relevant Technical Skills

- Python
- C++
- Java
- TypeScript
- Git
- Linux CLI
- Shell scripting
- CI/CD (Jenkins)
- Docker
- DSP
- JUCE Framework
- Max/MSP & PureData
- Audio Codecs
- Networking Protocols (OSC, MIDI, TCP/IP)
- SonarQube

Experience

Software Engineer - Morgan Stanley (Glasgow)

2022 - present

> Full-stack engineer working within an Agile team on high-reliability software solutions. Focus on user experience, automation, and maintainable code.
>
> - Worked extensively with Linux CLI for build, deployment, and debugging tasks.
> - Led UI/UX consolidation efforts, improving interface consistency and accessibility.
> - Implemented CI/CD pipelines using Jenkins for automated builds and tests.

Sound Designer & Audio Developer - Freelance

2018 - present

> Designed and implemented real-time audio systems for theatre, interactive installations, and commercial audio products.
>
> - Developed audio plugins using both real-time synsthesis and MIDI.
> - Integrated OSC networking protocols for multi-device control setups.
> - Narrated, edited, and mastered audiobooks to industry standards.

Notable Projects

Multi Fader Drone Audio Plugin

> - C++ audio synthesiser plugin using JUCE framework with 2–100 oscillators and real-time DSP visualisation.
> - GitHub: https://github.com/ridleyjj/MultiFaderDrone

Research Project - "Sonic Gestures: Investigating Joy in Physical Sound Interactions"

> - Developed an interface for LeapMotion hand tracking, which converted the LeapMotion data into OSC messages receivable by Max/MSP.
> - Designed 11 custom DSP-driven hand-controlled sound interactions.
> - Explored trade-offs between intuitiveness and expressivity for user experience design.
> - Project page: https://jjridley.com/physicalsoundinteractions