Lee Geoffrey Davison

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EDUCATION

Southampton Solent University   **Southampton,** Hants
Master of Philosophy   (Ongoing)
Subject area: Acoustics (Human hearing)

Southampton Solent University   **Southampton,** Hants
Post-Graduate Diploma   December 2014
Subject area: Acoustics and Noise Control
Optional units: Building Acoustics, Noise and Vibration Control
Project: Acoustic properties of stethoscopes

Southampton Solent University   **Southampton,** Hants
Bachelor of Science Sound Engineering
Optional Units: Communication Signal Processing, Film & Video Technology
Project: Heart-rate driven music play-listing system on Android devices

PROFESSIONAL EXPERIENCE

Course Leader for Media Technology   **September 2018**
- Facilitated course management and design as Course Leader for the Media Technology degree programme group.
- Attended to the daily administration of 7 degree pathways, and over 100 students.
- Organized and administered student interviews, briefed students on NSS, and improved score.
- Continued all teaching duties of the Lecturer position throughout this time.

Lecturer in Media Technology   **September 2017, 2019 – present**
- Deliver lectures in Computing Fundamentals, Computing and networking, Audio Systems, Electronics Fundamentals.
- Deliver Managing projects lectures and seminars, helping students to improve their project conduct and management skills.
- Unit leader for 5 units, delivering required metrics in a timely manner where possible.
- Developed teaching material, constructed and delivered lectures and demonstrations, and produced assessment material.

Associate Lecturer Game Sound   **September 2016**
- Deliver lectures and workshops on Video Game sound, code, implementation.
- Worked with students to resolve technical issues on creative ideas.

Public outreach events
- Attended multiple outreach events on behalf of the university.
- Includes taught sessions (such as Big Bang, other school events) and informal talks (Glastonbury science tent).
- Supported planning and strategy for engaging and recruiting students.

KTP Associate & Acoustics Developer
- Experience in running a medium sized commercial project for an external company.
- Used acoustics knowledge and skills to guide product development.
- Researched and validated an audiometer device for market.
- Experience in bespoke acoustic consultancy for clients of Solent Acoustics

RELEVANT EDUCATONAL KNOWLEDGE

Attendant to International Conference on Information Communication Technology in Education   2014-2016
- Networked and discussed ideas for the use of technology in education, including implementation of flip teaching
- Paid specific interest to education in engineering fields, and use of technology as an aid
- Learned about the use of Learning Management Systems (such as SSU's Moodle) and their strengths and weaknesses

ICICTE Contributions
Presented a poster on educational aspect of PhD project   *July 2014*
Delivered a paper on aspects of PhD project in public hearing education   *July 2015*
Delivered a paper by a Media Technology student, on use of brainwave technology in educational settings   *July 2016*

TECHNICAL COMPETENCIES

Audio Suites: Pro Tools, Reaper, Audition
Game Engines: UE4/5 editor, Wwise Authoring
Graphic suites: Photoshop, Illustrator, Lightroom

Programming Languages: UE4 Blueprint, Java (Android), Python, C++, Git, Labview, LaTex
Acoustics packages: Cadna A, FXControl