Robin Lobel

1984 – Paris
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WORK EXPERIENCES

2019-2023   Releases of my softwares Steinberg SpectraLayers Pro 6 to 10
2017-2018   Releases of my softwares MAGIX SpectraLayers Pro 4 to 5
2012-2015   Releases of my softwares SONY SpectraLayers Pro 1 to 3
2012   Audio postproduction for SONY PICTURES (MEN IN BLACK 3)
2012   Realtime 3D rendering algorithm R&D for AMA STUDIOS (UBISOFT sister company)
2010   3D camera system R&D for LNPROD (Gaetan Roussel video clip)
2009   Release of my software DIVIDE FRAME GPU Decoder
2008   Development for ENODO (adding features to CRYENGINE 2)
2007   Developer at TRIMARAN (project for national TV FRANCE 2)
2007   Infographist at HECTIC ELECTRIC (advertising, motion pictures)
2006   3D R&D engineer at NASKA FILMS (advertising, motion pictures)
2005   Infographist at LA MANDARINE (advertising)
2003   Webdesigner for UNEDIC
2002   Release of my software MidiXGTracker

OTHER EXPERIENCES / AWARDS

2024   Sound On Sound – Highly Commended Award (SpectraLayers Pro 10)
2023   Audiofanzine – Innovation Award (SpectraLayers Pro 10)
2023   TEC Awards – Finalist (SpectraLayers Pro 9)
2022   Speaker at the PyTorch Conference (TorchStudio)
2022   Sound On Sound – Gear of the Year (SpectraLayers Pro 8)
2022   TEC Awards – Finalist (SpectraLayers Pro 7)
2021   Speaker at the PyTorch Developer Days (TorchStudio)
2021   Speaker at the TMT31, « AI in Audio » (Dusseldorf)
2020   Professional Audio – Editors Choice Award (SpectraLayers Pro 7)
2019   MusicTech – Choice Award (SpectraLayers Pro 6)
2017   SDC judge and presenter at the 143rd AES Convention (New York), « Fast Local Sharpening »
2017   SDC judge at the 142nd AES Convention (Berlin)
2016   US Patent US20160213333 published « Spectral Electrocardiography (SECG) »
2016   SDC judge at the 140th AES Convention (Paris)
2015   Cine Gear Expo – Technical Award (SpectraLayers Pro 3)
2014   Sound On Sound – Editors Choice Award (SpectraLayers Pro 2)
2013   Electronic Musician – Editors Choice Award (SpectraLayers Pro)
2012   TEC Awards - Nomination (SpectraLayers Pro)
2012   Audiofanzine – Innovation Award (SpectraLayers Pro)
2012   Audio Media – Gear of the Year (SpectraLayers Pro)
2010   Three of my experimental video clips shown at a DISNEY/PIXAR event in Paris (RADIO NOVA)
2009   Invention of a new 3D anaglyph technic (Magenta-Cyan based)
2008   Invention of a new realtime 3D rendering technic: SSDM (Screen Space Displacement Mapping)
2008   Development of Airosuite (a Wifi Access Points geomapping and cracking suite)
2007   Short movie Lulu dans le Metro (director, official selection PROTOTYPE FESTIVAL)
2007   Research on 3D sensors using ultrasounds
2007   Speech about four of my research projects at PARIS ACM SIGGRAPH
2006   Research on a 3D camera system with funding from DASSAULT SYSTEMES
2005   Short movie La Muraille (director, official selection PROTOTYPE FESTIVAL)
2005   Publication of my TEMPEST research in international security magazine HAKIN9 (front page)
2004   Invention of a true realtime per-pixel 3D displacement mapping rendering algorithm
2003   Research on the TEMPEST System (Treatment of Compromising Electromagnetic Emanations)