Robin Lobel

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WORK EXPERIENCES

2019-2024 Releases of my softwares Steinberg SpectraLayers 6, 7, 8, 9, 10 and 11
2017-2018 Releases of my softwares MAGIX SpectraLayers 4 and 5
2012-2015 Releases of my softwares SONY SpectraLayers 1, 2 and 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

2024   Speaker at ESRA, "AI and sound" (Paris)
2024   Speaker at the AES 8th International Conference on Audio Forensics, « Analysis and Presentation of Evidence in Civil Trials Using the A.I.-Assisted Software Tools SpectraLayers and Mathematica » (Denver)
2022   Speaker at the PyTorch Conference, « TorchStudio, an AI training assistant for PyTorch »
2021   Speaker at the PyTorch Developer Days, « TorchStudio, a full-featured IDE for PyTorch »
2021   Speaker at the TMT31, « AI in Audio » (Dusseldorf)
2017   Presenter at the 143rd AES Convention, « Fast Local Sharpening » (New York)
2017   Student Design Competition judge at the 143rd AES Convention (New York)
2017   Student Design Competition judge at the 142nd AES Convention (Berlin)
2016   US Patent US20160213333 published « Spectral Electrocardiography (SECG) »
2016   Student Design Competition judge at the 140th AES Convention (Paris)
2010   Three of my experimental video clips shown at a DISNEY/PIXAR event by Radio Nova (Paris)
2009   Invention of a new 3D anaglyph technique (Magenta-Cyan based)
2008   Invention of a new realtime 3D rendering technique: Screen Space Displacement Mapping
2008   Development of Airosuite (a Wifi Access Points geomapping and cracking suite)
2007   Direction of the short movie Lulu dans le Metro (official selection Festival Prototype)
2007   Research on 3D sensors using ultrasounds
2007   Speaker at PARIS ACM SIGGRAPH, about four of my research projects
2006   Research on a 3D camera system with funding from DASSAULT SYSTEMES
2005   Direction of the short movie La Muraille (official selection Festival Prototype)
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

AWARDS

2024   Sound on Sound – Gear of the Year (SpectraLayers Pro 11)
2024   Audiofanzine – Best Product Award (SpectraLayers Pro 11)
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   Sound On Sound – Gear of the Year (SpectraLayers Pro 8)
2022   TEC Awards – Finalist (SpectraLayers Pro 7)
2020   Professional Audio – Editors Choice Award (SpectraLayers Pro 7)
2019   MusicTech – Choice Award (SpectraLayers Pro 6)
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)