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Taebin Yoo

Music Technology & Sound Engineer

Immersive Audio · Music Technology

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Education

Dong-Ah Institute of Media and Arts (DIMA) | Anseong, South Korea

BA in Audio Production (Advanced Major Course) — Mar 2026 – Feb 2027 (expected)

- GPA: 4.35 / 4.50 to date.

Associate Degree in Audio Production — Mar 2020 – Feb 2026

- GPA: 4.01 / 4.50. **Ranked first in the early admissions** track.
- **Study break and return.** Ran an online shop during the pandemic before military service.

Military Service | Republic of Korea Army — 2021 – 2022

- Served at the Blue House / Presidential Security Service and was discharged as a sergeant.

Resumed DIMA Coursework — 2023

Publications & Scholarly Presentations

Conference presentation | Acoustical Society of Korea — 2026

- Yoo, T. B. Generation of Corrective Impulse Responses and a Real-Time Convolution System for Spatial Reproduction. 5th Electroacoustics & Stage Sound Conference.
- **Award:** Outstanding Paper Presentation Award.

Technical article | Stage Sound Magazine — 2026 Q3

- Yoo, T. B. Can the Current Venue Sound Like Another Hall? Building a Spatial Reproduction System. Vol. 19, pp. 78–87 (in Korean).

Stage Sound Engineer Association of South Korea.

Professional & Industry Experience

Freelance Live Sound Engineer | Seoul, South Korea — 2022 – Present

- Engineered sound for **200+ concerts, worship services, and other events**, covering front-of-house and monitors, microphone placement, signal routing, and system alignment and tuning.

Church Sound Engineer | South Korea — 2023 – Present

- Provided live sound for worship services at multiple churches, including one year of part-time work at Armed Forces Central Church in Seoul.

Technical Intern, System Design Division | BLS Co., Ltd. — Jun – Jul 2025

- Helped prepare Waves SuperRack and eMotion LV1 demonstrations and provided technical support for live sound systems.

Academic Leadership | DIMA TEAM SR — 2023 – 2024

- Organized technical discussions and projects. Served as Head of Academic Affairs in 2024.

Additional Experience

Korean Tutor | Preply — 2023 – Present

- Teach Korean online in English to international learners.

Research Participant | AIRIS Lab, KAIST — 2025

Participated as a listener in a binaural playback preference experiment.

Honors, Awards & Certifications

Jeong-Do Scholarship, First Place | SAMA Sound — 2025
Mi-Rae Scholarship, Second Place | SAMA Sound — 2024
Academic Excellence Scholarship | DIMA — 2020 – 2026
National Technical Qualification for Theatrical Arts — 2023
Stage Audio, Level 3 · Ministry of Culture, Sports and Tourism, South Korea.
Q-SYS Architect, Level Zero, and House of Worship Training | QSC — 2026
Smaart Operation Level 1 | Rational Acoustics — 2025
Dante Levels 1 and 2 | Audinate — 2023

Research and Selected Projects

Research interests Immersive Audio · Musical Expression · Musical Participation

01 IMMERSIVE AUDIO

How can sound reshape space?

Compensation Filter for Live Venues (Corrective IR) 2025

Working prototype tested in a live venue

- Built a Max/MSP prototype to recreate the sound of another hall in a live venue.
- The system applies a separate correction filter to each loudspeaker in real time and adds the target hall's reverberation. Tested the prototype at one audience seat.
- **In preparation:** Manuscript for IEEE VR 2027 SA4ME on how correction varies by listening position and relates to acoustic measures.

TUTTI · From Spatial Audio Research to Software 2026

Measurement study completed · working software demo available

- Investigated the operating principles of Sound xR Image and L-ISA Studio through measurement and analysis, then applied the findings to develop TUTTI, an immersive audio program.
- Built a web editor to prepare immersive audio sessions and a macOS bridge to run them live. Open TUTTI

02 MUSICAL EXPRESSION

How can music reflect individuality?

Personalized Electronic Drums Aug 2025

Working prototype configured for one drummer

- Built a playable Max/MSP electronic drum module to match a drummer's playing style.
- Tuned the snare and ride to respond to the drummer's touch and added pedal control for the hi-hat.

Trackform (Audio-to-MIDI Editor) 2026 – Present

Working prototype

- Building a tool that turns recorded music into editable MIDI for rehearsal and performance preparation.
- The editor lets musicians listen to the transcribed notes, correct them, and export the edited MIDI. Watch demo

03 MUSICAL PARTICIPATION

How can we be different, yet together?

CI Interactive Ensemble Room (Finding the Music) 2026 – Present

Web prototype · participant evaluation planned

- Building a web prototype in Korean and English for cochlear implant users to explore musical cues.
- Users can adjust individual instruments, compare sounds, and review a personal listening summary using placeholder audio. Try the prototype

Music Production

MATRIX 2026

Published nonprofit platform

- Designed and built the service, from the interface to the server, as part of a four-person team. MATRIX is a platform for comparing venues and finding engineers for live performances.

Arirang: Sound Reinterpretation Mar – May 2026

Completed soundtrack reinterpretation

- Reimagined the sound of Arirang using Lee Doo-yong's remake, new music, and restored byeonsa narration. Delivered Dolby Atmos and stereo mixes.

Yamaha AFC Image Outdoor Performance 2025

Completed live performance

- Designed and ran an immersive sound system for an outdoor concert, from speaker placement and tuning to live playback. The performance prompted the Sound xR Image study.

Technical Skills

Programming and interactive audio: Max/MSP

Immersive audio: Dolby Atmos Renderer, AFC Image / Sound xR Image, L-ISA, Spat Revolution, DADman

Measurement and networks: Smaart, Dante Controller

Production: Pro Tools, Logic Pro, live sound, recording, mixing, mastering, system tuning, audio restoration