

updated on Sep 13

Taebin Yoo

Sound Engineer & Emerging Researcher

Immersive Audio · Music Technology

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Education

Advanced Major Course in Audio Production

Dong-Ah Institute of Media and Arts | Mar 2026
– Feb 2027 expected

- Bachelor's degree program; expected completion February 2027.

Associate Degree in Audio Production

Dong-Ah Institute of Media and Arts | Mar 2020
– Feb 2026

- GPA: 4.01 / 4.50; admitted as the top-ranked early-admission applicant.

Research and Selected Projects

Research trajectory *Immersive Experience* → *Musical Expression* → *Musical Participation*

01 IMMERSIVE EXPERIENCE *Shaping how sound is experienced across space*

Corrective Impulse Response for Spatial Reconstruction

Jun – Sep 2025 | Python · Max/MSP · Acoustics

- Built a Python pipeline to analyze target and current venue impulse responses and generate frequency-domain corrective FIR filters.
- Implemented per-speaker real-time convolution in Max/MSP for multichannel spatial reconstruction.

Real-time Multi-channel Audio Transmission over WAN

Oct 2025 | Networked Audio · Real-time Systems

- Tested approaches for sample-accurate DAW-to-DAW transmission and identified shared hardware clock synchronization as the central constraint on long-term stability.

Yamaha AFC Image System/Multichannel Spatial Mixing

Jun – Nov 2025 | Yamaha AFC Image · Multichannel Audio

- Designed and operated an outdoor Yamaha AFC Image system and a console-based 3.1-plus-rear-speaker spatial mixing workflow for live performance.

02 MUSICAL EXPRESSION *Extending how performers and listeners can shape music*

Interactive Electronic Drums System

Aug 2025 | Max/MSP · MIDI · Performance Technology

- Mapped real-time MIDI features—including inter-onset intervals, repetition patterns, and velocity changes—to timbral processing for performer-responsive expression.

Arirang 1926: Sonic Restoration Project

Mar – May 2026 | Dolby Atmos · AI-assisted Audio · Restoration

- Reconstructed music with Suno AI, restored byeonsa narration with Waves ReGen, and produced a Dolby Atmos mix with a separate stereo release version.

Audio-to-MIDI System

Research in Development | 2026 – Present

- Developing a workflow for instrument separation and transcription, with an interface for inspecting, editing, reassigning, and exporting MIDI parts.

03 MUSICAL PARTICIPATION *Expanding who can participate in music and how*

Adaptive Monitor System for Deaf and Hard-of-Hearing Musicians

Ongoing Research | 2026 – Present

- Investigating adaptive monitoring approaches designed around varied perceptual needs rather than a single normative listening condition.

AI Audio Engineering Copilot

Research in Development | 2026 – Present

- Exploring human-AI assistance that reduces operational burden while preserving the engineer's creative and technical judgment.

Publications and Presentations

Generation of Corrective Impulse Responses and a Real-Time Convolution System for Spatial Reproduction	2026
Paper presentation, 5th Electroacoustics & Stage Sound Conference, Acoustical Society of Korea. Outstanding Paper Presentation Award.	
Yoo, Taebin. "Can the Current Venue Sound Like Another Hall? Building a Spatial Reproduction System."	<i>Stage Sound Magazine, Vol. 19 2026 Q3</i>
Technical article in Korean, Stage Sound Engineer Association of South Korea, pp. 78–87.	

Professional Experience

Freelance Sound Engineer	<i>Seoul, South Korea 2022 – Present</i>
- Engineered live sound for 200+ concerts, worship services, and performance events across varied venues and system configurations. - Operated FOH and monitor systems, microphones, loudspeakers, routing, and system alignment under real-time performance constraints.	
Church Sound Engineer	<i>Various Churches, South Korea 2023 – Present</i>
Provide live sound engineering across multiple church venues, including a one-year part-time position at Armed Forces Central Church in Seoul.	
Technical Intern, System Design Division	<i>BLS Co., Ltd. Jun – Jul 2025</i>
Assisted with professional live-sound system design and technical preparation using Waves eMotion LV1 and networked audio workflows.	

Technical Skills

Programming and Interactive Audio	Max/MSP
Spatial and Immersive Audio	Dolby Atmos Renderer · Yamaha AFC Image · L-ISA · Spat Revolution · DADman · Multichannel audio
Measurement and Networks	Smaart · Dante Controller · Q-SYS
Production and Engineering	Pro Tools · Logic Pro · Live sound · Recording · Mixing · Mastering · System tuning · Audio restoration

Honors and Awards

Outstanding Paper Presentation Award	Acoustical Society of Korea · 2026
Jeong-Do Scholarship	1st Place · SAMA Sound · 2025
Mi-Rae Scholarship	2nd Place · SAMA Sound · 2024
Academic Excellence Scholarship	Dong-Ah Institute of Media and Arts · 2020–2026

Certifications

Q-SYS Architect and Level Zero, QSC · 2026		Smaart Operation Level 1, Rational Acoustics · 2025
Dante Certification Levels 1 and 2, Audinate · 2023		National Technical Qualification for Theatrical Arts Audio · 2023

Additional Experience

Korean Tutor	<i>Preply 2023 – Present</i>
Teach Korean to international students through online lessons in English.	
Participant, Binaural Playback Preference Experiment	<i>AIRIS Lab, KAIST 2025</i>