

Chalece DeLaCoudray

Audio Quality and Music Technology | Software Developer | Technical Curriculum Developer

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SUMMARY

Lifelong musician and music technologist who has spent 10+ years where audio, software, and learning meet. Led audio quality and hardware compatibility for Amp, Amazon Music's live audio streaming app, across 50+ device combinations and 1,200+ test scenarios, stood up its Audio Hardware Testing Lab, and holds two music technology degrees. Builds and deploys web applications end to end in TypeScript, React, and PostgreSQL, with REST APIs, row-level security, versioned SQL migrations, and automated Playwright and Vitest suites. Authored and published 10 Coursera courses reaching 48,000+ learners across Unix and Bash, containers, CI/CD and DevOps, operating systems, and web security, owning each from learning architecture through labs, assessments, video, and data-informed revision.

SKILLS

Audio: Pro Tools, multi-DAW studio recording, audio engineering, mixing and production, perceived audio quality measures, live audio.

Quality and release: hardware compatibility testing, release readiness, operating procedures, testing lab setup, stakeholder management, cross-functional coordination.

Languages: Python, TypeScript, JavaScript, SQL, Bash, Java, HTML5, CSS.

Learning design: learning objectives, course and learning-path design, module sequencing, assessment design, hands-on labs, coding exercises, scenario-based and game-based learning, asynchronous and self-paced learning, instructor-led to e-learning conversion.

MUSIC TECHNOLOGY EXPERIENCE

Program Manager, Audio Quality

Dec 2021 to May 2023

Amazon Music, Atlanta, GA

- Led Audio Quality and Hardware Compatibility programs for Amp, Amazon Music's live audio streaming app, spanning 50+ device combinations and 1,200+ test scenarios.
- Partnered with security and facilities teams to allocate, outfit, and write operating procedures for a new Audio Hardware Testing Lab, covering the equipment and testing workflows partner teams ran each release cycle to prevent regressions.
- Managed the work defining objective measures of perceived audio quality used to benchmark product improvements and release readiness.

Workshop Facilitator and Panelist, Contract

2023 to Present

Georgia Institute of Technology, Atlanta, GA

- Facilitate annual hands-on EarSketch coding workshops that introduce high school learners to computer science through music creation.
- Serve on student panels about pathways into computing and music technology.
- Use participant questions and live-instruction observations to revise learning content and delivery.

Junior Audio Engineer, then Administrator

Nov 2012 to May 2016

Tree Sound Studios, Norcross, GA

- Worked in a professional recording environment across multiple DAWs, supporting sessions with artists, musicians, producers, and engineers.
- Worked across the recording process, including session preparation, signal flow, tracking, playback, editing, and helping move a session toward the sound the artist or producer was trying to reach.
- Developed an early understanding of creative software from the user side: which tools disappear into the work, which interrupt it, and how small workflow decisions can either support or break a creative process.

SOFTWARE DEVELOPMENT EXPERIENCE

Founder and Developer

2020 to Present

Independent Full-Stack Development, Remote

- Build and maintain a production web application and its REST API layer using Next.js, React, TypeScript, PostgreSQL, authentication, and media storage, deployed on Vercel.
- Maintain 50+ versioned SQL migrations with row-level security, and validate data at the API boundary with Zod schemas.

Co-Founder

Jan 2024 to Present

E22 Athletic Development, Atlanta, GA

- Built the data-collection systems, game and play-by-play statistics, and performance and wellness dashboards for coaches and players.
- Design differentiated curriculum for women's tackle football athletes of every experience level, spanning football IQ, data literacy, onboarding, and brand and media skills.

LEARNING DESIGN EXPERIENCE

Computer Science Curriculum Developer

Jun 2021 to Jun 2026

Codio, Remote

- Authored and published 10 self-paced technical courses on Coursera reaching 48,000+ learners across Unix and Bash, containers and orchestration, CI/CD and DevOps, operating systems, and web security, owning each from research and learning architecture through labs, assessments, quality review, and publication.
- Defined action-based learning objectives and built formative and summative assessments, with asynchronous labs and coding exercises designed to stand alone without a live instructor.

STEAM Curriculum Integration Specialist

Jun 2019 to Nov 2021

CEISMC, Georgia Institute of Technology, Atlanta, GA

- Designed and co-taught project-based STEAM and computer science curriculum aligned to CSTA standards and Georgia music standards at the same time.
- Guided GoSTEAM learners from a problem in their own community through application design, development, testing, and presentation.

Your Voice Is Power | Creator and Lead

- Originated and led a project-based curriculum and global coding competition in which learners remix Pharrell Williams' music in EarSketch with Python and JavaScript.

ADDITIONAL EXPERIENCE

Lead Teaching Assistant | Georgia Institute of Technology | May 2019 to Aug 2019

EDUCATION

Master of Science, Music Technology, Cognitive and Computational Musicology

2018 to 2020

Georgia Institute of Technology, Atlanta, GA

- Graduate research on cultural and regional identity in 21st-century rap, transcribing lyrics by ear and analyzing lyricism and spoken rhythm across artists.
- Graduate coursework in educational technology and human-computer interaction.
- Herbert P. Haley Graduate Fellowship and OMED Tower Award.

Bachelor of Arts, Music Technology

2008 to 2012

Bethune-Cookman University, Daytona Beach, FL

- Performed with the Marching Wildcat Band and the Symphonic Band.

PUBLICATIONS

- IEEE RESPECT 2021. Your Voice Is Power, co-author.
- ASEE Annual Conference and Exposition 2023. Your Voice Is Power curriculum study, co-author.
- ACM CHI 2020. Planet Bug: Promoting Awareness of Declining Insect Populations, co-author.