

MARK BARTON

Audio Software Engineer & Engineering Leader

25+ years in audio software development, games audio, DSP and consumer audio

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PROFESSIONAL SUMMARY

Over 25 years' experience delivering software and DSP solutions across games, mobile, consumer electronics and PC platforms.

Combines deep technical expertise with engineering leadership experience, having led multiple software teams while remaining closely connected to product and technology development.

Particularly interested in helping organisations develop audio products, solve difficult technical problems and build effective engineering teams.

WHAT I DO

- Develop audio products and technologies
- Build and mentor engineering teams
- Define technical direction for software projects
- Solve complex DSP and software engineering problems
- Balance long term vision against short-term commitments
- Consistently bring audio products from development through release

EXPERIENCE

DTS / Xperi – Senior Manager – 2023 – Present

- Lead two software development teams responsible for audio technologies used by major PC manufacturers.
- Repeatedly reconciled engineering vision, feature complexity and project timelines.
- Created dedicated discovery time for engineers to experiment with new ideas and technologies.

DTS / Xperi – Staff Software Engineer – 2019 – 2023

- Provided technical leadership for audio post processing technologies deployed on consumer PC platforms.
- Designed and implemented DSP and software solutions for major PC customers.
- Worked with product, DSP and software teams to deliver commercial audio features.
- Provided technical guidance and mentoring to other engineers.

Electric Square – Audio Programmer – 2017 – 2019

- Primary Audio Programmer on 2 high profile racing games: [Forza Street](#) and [Hot Wheels ID](#)

Mytrax – Audio Programmer – 2014 – 2016

- [IntraWave](#) project: using high frequency audio signals for high precision indoor positioning
- Provided the missing link between Mytrax, Star*Tech and Zepp to create an [iOS/Android app](#) that applies the audio characteristics of many Japanese live venues to your music library in real-time

Tsugi Studio – Audio Programmer – 2011 – 2014

- Developed [Tsugi AudioBot](#) and [Tsugi QuickAudio](#) taking both products from development through commercial release.

Earlier Career - Sony Interactive Entertainment, Datamine, Pivotal Games, Radiodetection, ERG Transit Systems, Digital Studio Processing, Sony Broadcast and Professional

EDUCATION

Leeds Beckett University - BEng Electronics, Music and Media Technology - *First Class Honours*
Key areas: Electronics, Digital Signal Processing, Music Theory, Industrial placement year in Malaysia

London Metropolitan University – Cert. H.E. Music Technology - *Distinction*
Key areas: Electronics, Recording, Woodworking

PERSONAL PROJECTS

barkertrax.com – Articles and project documentation covering audio software, synthesisers, electronics design, equipment repair and engineering projects.

fromewardbound.co.uk – Documents a 25,000km overland journey from Japan to the UK in a 1989 Toyota Land Cruiser.

Home Remodel – A major renovation of my 1970s bungalow that involved removing the roof, demolishing a significant portion of the existing building and constructing a modernist home around what remained.