Downbeat Technologies is a team of musicians, programmers, and technological wizards who have assembled to produce the ultimate electronic percussion experience: The Beat Machine. Designed with the performing musician in mind, The Beat Machine is a highly customizable percussion controller that allows players to control their sonic palette on the fly with an Android app.

Sophie Amin is an Electronics Technologist with a long-standing interest in music and programming. She is an experienced saxophonist, bassist, and vocalist. Sophie's skill in embedded programming and musical experience makes her uniquely suited to the task of writing code to run the hardware for The Beat Machine.

Jessica Hurtubise came to Camosun College to pursue an education in Electronics Engineering Technology. Her professional experience includes electrical system production and design, which makes her an invaluable asset to the team's hardware design element.

John McNeely is a passionate drummer and guitarist with over a decade of performance and teaching experience. His extensive musical background and love of analogue circuit design and prototyping make an ideal recipe for concocting the Beat Machine's internal and external hardware.

Alex Sadowski came to Camosun to pursue a career in Electrical Engineering through the bridge program and the University of Victoria. Having worked with electronics control systems and interfaces, Alex will employ his skills to develop software and firmware, and the Android application. As a dedicated and enthusiastic student Alex will contribute greatly to the group dynamic.

The Beat Machine is coming! Eardrums will ring!