

Lucas Fernandes Nascimento

AI Audio Evaluator · Voice & Speech QA · Audio Annotation SME · Sound Designer

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soundcloud.com/akaaka | Portfolio & Voice Demo: lucasfnaudio.com/xai

Profile

Audio evaluator and annotator with current hands-on work in human-made music dataset annotation for generative AI, direct experience evaluating generative music model outputs, 14 years of active music production, and a published track record translating precise auditory perception into clear written feedback in English. Experienced in rubric-based annotation, A/B model comparison, model output evaluation, artifact and vocal processing detection, mix analysis, timeline segmentation, prompt alignment assessment, and structured feedback for human-data pipelines. Portfolio includes EN/PT-BR voice samples, audio restoration before/after examples, a timestamped annotation and technical evaluation sample, a sound design reel, an evaluation-rubrics document, selected releases, and tools/setup.

Experience

BeatPulseLabs

Feb 2026 — Present

Audio Subject Matter Expert — Human Data Department

Remote

- Perform high-granularity annotation of human-made music for datasets used for training generative music models, including timestamped section segmentation, instrumentation and vocal tagging, mood classification, and detailed narrative descriptions of arrangement events and production shifts.
- Assess mix quality, stereo image, dynamic balance, vocal processing, genre/era classification, arrangement structure, and overall production fidelity across real-world music recordings.
- Identify and label technical and perceptual audio features including clipping, timing feel, transient behavior, tuning inconsistencies, unnatural edits, vocal-processing choices, and production artifacts — distinguishing technical defects from deliberate stylistic choices.
- Partner with ML engineers to refine annotation taxonomies and labeling workflows, reducing ambiguity and improving reviewer consistency across training data cycles.
- Produce structured, rubric-based feedback designed to improve training data reliability and downstream generative AI training quality.

Corpusant, Inc. (Riffusion)

Apr 2025 — Feb 2026

Music Annotator & AI Model Evaluator — Independent Contractor

Remote

- Served as human reviewer for iterative training of Riffusion's generative music models, evaluating outputs across multiple generation cycles.
- Assessed parallel generations from the same prompt in A/B format, comparing outputs side-by-side and identifying which elements to reinforce or correct in subsequent training rounds.
- Delivered structured feedback specifying what the model produced correctly versus where tonal fidelity, rhythmic coherence, synthesis artifacts, or prompt alignment required improvement.
- Engagement concluded following organizational transition; invited to continue contributing post-onboarding.

AKAACA — Solo Artist Project

2011 — Present

Music Producer, Synthesist & Sound Designer

Brazil / International

- 14 years of active production across electronic, bass, experimental, and club genres, working across arrangement, equalization, dynamic compression, waveform analysis, noise reduction, gain staging, and sound design.
- Built synthesis and sound design systems using electronic keyboards, drum machines, modular hardware, sampling, and field recording — developing rigorous discipline in timbre assessment, transient control, stereo image, and spectral balance.
- 100+ releases on international labels including LKHP Berlin, Mamba Rec, Yellow Island, Zambi Records, Bruk, and XXIII Lisbon; live DJ and AV performances at Virada Cultural SP, Wobble RJ, Ressonar Festival BA, and Boikot Festival PE.

Additional Creative & Educational Experience

2013 — 2020

- **GenerationBass.com — Staff Writer, 2013–2016:** Published English-language music criticism covering bass, grime, footwork, and experimental electronic music for an international audience — converting precise auditory perception into clear, specialist-level written content.
- **SESI Bauru — Instructor, 2016–2017:** Taught music production and DJ fundamentals to youth, developing

practical skill in explaining technical audio concepts to non-specialists.

- **TRES4 Coletivo — Founder & Director, 2014–2017:** Self-initiated and independently directed Bauru’s leading electronic music collective, producing 300+ events and curating audiovisual programming across electronic sub-genres.
- **BabbleType LLC — Translator & Transcriber, 2020:** Transcribed and translated audio from English to Portuguese, developing strong attention to speech clarity, intelligibility, and pacing.
- **Independent Cultural Projects, 2015–2019:** Awarded three competitive public grants for live music and interdisciplinary music education initiatives.

Skills & Tools

Audio Evaluation & Annotation

Critical listening; timeline segmentation; instrumentation and vocal tagging; mood/vibe classification; A/B comparative model evaluation; model output evaluation; prompt alignment assessment; rubric-based workflows; mix analysis; soundstage; stereo image; dry/wet balance; warm/digital character; sonic fidelity assessment; artifact detection; clipping; timing and quantization errors; transient issues; tuning inconsistencies; vocal processing detection; autotune, vocoder, and pitch correction as stylistic choice vs. technical failure.

Voice & Speech QA

Speech intelligibility; prosody; vocal timbre; pacing; plosives; sibilance; mouth noise; breath control; room tone; noise floor; codec artifacts; dialogue clarity; spoken-word enhancement; comfortable on mic in English and Portuguese.

Audio Restoration & Enhancement

iZotope RX Series; Adobe Podcast Enhance; denoising; dereverb; de-click; de-clip; spectral repair; de-essing; loudness normalization; format preparation including WAV, FLAC, MP3, and stems; spectrogram-based artifact review.

Audio Production & Post

Mixing; mastering; equalization; dynamic compression; gain staging; waveform and spectral analysis; sound design; synthesis; sampling; field recording; vocal editing; arrangement; instrument layering; signal processing.

DAWs & Tools

Ableton Live; FL Studio; Audacity; Cubase; Linux/CLI environments.

AI & Data Workflows

Generative audio model evaluation; generative music model output evaluation; human-made music dataset annotation; structured labeling; iterative QA feedback; human data pipelines; annotation taxonomy development; audio dataset curation.

Communication

C2 English; music criticism; editorial writing; technical audio feedback; async remote collaboration.

Education & Languages

UFRN — Federal University of Rio Grande do Norte

Audiovisual Production coursework

2017 — 2019

Brazil

English — C2 Proficient

Portuguese — Native