

Christophe LENGELÉ

Last update on December 28, 2025

✉ Montréal, Qc, Canada

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Researcher, composer, improviser, and educator in spatialized music/sound and live coding

- 10 years of experience in spatialized musical research, creation and design : [YouTube](#) — [Vimeo](#)
- Strong analytical and synthesis skills for research dissemination : [ResearchGate](#) — [Google Scholar](#)
- Expertise in open-source software development for sound creation : <https://github.com/Xon77>
Performance tool development : [Live 4 Life](#) — [Live 4 Bubbles](#) — [Fizzy Hydra](#)
- Proven ability to design and lead workshops and training sessions : see workshops below

Education and Training

[Université de Montréal](#)

Doctorate in Music - Composition and Sound Design

MONTRÉAL

Sep 2015 - Apr 2022

Thesis : Spatial improvisation generated from polyrhythmic patterns and looped parameter sequences

[Université Paris-Est Marne-la-Vallée](#)

Master's in Music - Contemporary Music and Computer Music

NOISY-LE-GRAND

2012 - 2014

with distinction (2:1) - Mention Bien (15.2/20)

Thesis: Spatialisation in electronic music

[Paris Municipal Conservatory - Georges Bizet \(20th district\)](#)

Training in Electroacoustic and Computer assisted composition

PARIS

2008 - 2012

[IRCAM](#)

Workshops on Computer composition, sound design and audio processing

PARIS

Oct 2006 - May 2007

[International Institute of Image and Sound](#)

Training in Multimedia Design and Engineering

ÉLANCOURT

Feb 2007 - Sep 2007

[Université Paris I - Panthéon Sorbonne](#)

Master's in Applied Foreign Languages in Economics

PARIS

2002

with distinction (2:2) - Mention Assez Bien (13.3/20)

[Université Paris VII - Denis Diderot](#)

Bachelor and Applied Foreign languages in Law

PARIS

2000

with distinction (2:1) - Mention Bien (14.1/20)

1-year Erasmus Programme at the Humboldt University in Berlin

Professional Experience

[Université du Québec À Montréal](#)

Audiovisual Technician

MONTRÉAL

since June 2025

Postdoctoral Fellow in Research/Creation in spatial improvisation

Sep 2022 - Aug 2024

- Designed, organized and led training workshops and participatory installations
- Developed open-source tools for real-time spatialized sound creation
- Created performances showcasing spatialized sound improvisations
- Analyzed surveys and authored research articles
- Presented research findings at international conferences

[Université de Montréal](#)

Research Assistant in GRIS (Research Group in spatial immersion)

MONTRÉAL

Sep 2015 - Apr 2021

- Conducted beta testing and provided recommendations to optimize SpatGRIS spatialization tools
- Developed an iPad control interface using Lemur

Paris Municipal Conservatory - Georges Bizet (20th district)

Sound and Stage Technical Supervisor

- Organized and supervised technical aspects (sound and stage) of concerts
- Managed audiovisual supply chain
- Installed and operated audiovisual equipment
- Created and mixed soundtracks

PARIS
Nov 2008 - July 2010

Europ Assistance

Assistance Coordinator in Medical Department

- Handled calls from clients requesting medical assistance
- Coordinated assistance among operators (local correspondants, hospitals, repatriation)

GENNEVILLIERS
Mar 2008 - Nov 2008

ONG Conseil

Donor Recruiter

- Provided information to the public about NGO's targets and needs
- Fund-raising in public spaces

PARIS
Jan 2008 - Feb 2008

Mondomix

Audiovisual and Multimedia Assistant (internship)

- Video archiving and website updates

PARIS
Aug 2007 - Sep 2007

Pirelli France

Marketing Analyst

- Implemented pricing frameworks and discount policies
- Developed interactive dashboards for strategic planning and analysis
- Automated sales reporting tools, reducing manual workload
- Coordinated outsourcing with strategic marketing partners

ROISSY EN FRANCE
Jan 2005 - Sep 2006

European Channel Manager Assistant

- Operational management of a customer accounting for 25% of turnover
- Coordination and negotiation of tenders from European Accounts

Sep 2003 - Dec 2004

Languages and Technical Proficiency

Languages

French (*mother tongue*)

English (*IELTS: 7.5 in October 2022*)

German (*good written understanding*)

Technical expertise

- Audio-visual Programming and live coding : SuperCollider, Tidal Cycles, Strudel, Hydra
- Audio Production : Reaper, Digital Performer
- Visual Production : Photoshop, Illustrator, Final Cut Pro (elementary proficiency)
- Web : HTML, CSS, Javascript (elementary proficiency)
- Suite Office

Scholarships awarded

Exploration and Research Grant from the CALQ	Apr 2025 - Sep 2025	(10.000 \$)
Postdoctoral research-creation scholarship from the FRQSC	Sep 2022 - Aug 2024	(90.000 \$)
Doctoral research scholarship from the FRQSC	May 2018 - Dec 2021	(77.000 \$)
Graduate scholarships from Université de Montréal	Sep 2016 - Apr 2018	(26.000 \$)

Workshops on spatial sound creation and improvisation with open source tools

[Eastern Bloc](#), a three-hour public workshop on the development of a new audiovisual live coding control system : [Live 4 Bubbles & Fizzy Hydra](#) (including a presentation, a performance, and public experimentation) on October 18, 2025, Montréal, Canada.

Bloomberg Center at Johns Hopkins University, a one-hour training workshop organized as part of [SuperCollider Symposium](#) on March 13, 2025, Washington DC, USA.

Mezzanine of UQAM's Agora du Cœur des sciences, three one-day training workshops and participatory installations organized as part of [Hexagram](#) in May and December 2023 and August 2024, Montréal, Canada.

[Centre for Interdisciplinary Research in Music, Media and Technology \(CIRMMT\)](#), five training workshops ([three](#) 3-hour sessions and [two](#) full-day sessions) organized in March, April and November 2023, Montréal, Canada.

Forum des images, a one-day training workshop organized as part of the [International Symposium on Electronic Arts \(ISEA\)](#) on May 17, 2023, Paris, France.

Publications in journals

Christophe Lengelé. 2021. [Live 4 Life : A spatial performance tool to play the ephemeral and improvise with space and playback speeds](#). *Organised Sound*, 26(1):89–99.

Conference articles and presentations

Christophe Lengelé, Philippe-Aubert Gauthier. 2024. [Exploring Immersive sound through a workshop with the open source tool Live 4 Life : Summary of user insights and preferences on event vs. track-based spatialization and channel vs. object-based paradigms](#). In *International Computer Music Conference*, pages 52–55, Seoul, South Korea.

Christophe Lengelé, Philippe-Aubert Gauthier. 2023. [Live 4 Life : A dream for a free and open spatial performance tool towards symbiosis or death?](#) In *International Symposium on Electronic Arts*, pages 530–538, Paris, France.

Christophe Lengelé. 2021. [The story and the insides of a spatial performance tool : Live 4 Life](#). In *International Computer Music Conference*, pages 133–139, Santiago, Chili.

Christophe Lengelé. 2018. [Live 4 Life - A spatial performance tool focused on rhythm and parameter loops](#). In *International Computer Music Conference*, pages 298–303, Daegu, South Korea.

Christophe Lengelé. 2017. [La création en temps réel de polyrythmies spatialisées via l'outil de performance spatiale : Live 4 Life](#). In *Proceedings of Journées d'Informatique Musicale*. Paris, France.

Concerts

[SuperCollider Symposium](#), at the Auditorium of the Bloomberg Center at Johns Hopkins University, Washington DC, USA, March 15th 2025 : [Sounds of machines II](#), performance in octophony.

Échos IX : music for wide spaces, at Ateliers Belleville, Montréal, Canada, August 3rd 2024 : [Sounds of machines](#), performance in quadriphony.

International Computer Music Conference, Late night concert at Newstar Highball Pub, Seoul, South Korea, July 13th 2024 : [Free party with Parmegiani and Dhomont](#), performance in stereo.

[Gala Hexagram](#), Mezzanine of UQAM's Agora du Cœur des sciences, Montréal, Canada, April 27th 2023 : [Live 4 Life or Die - Free party with Parmegiani](#), performance for a dome of 32 loudspeakers.

[Cube Fest](#), at Virginia Tech, Blacksburg, VA, USA, August 21th 2022 : [Parmegiani meets SuperCollider](#), improvisation recorded for a dome of 32 loudspeakers.

[Akousma Festival](#), at Usine C, Montréal, Canada, October 15th 2021 : [Free party with Normandeau](#), performance for a dome of 24 loudspeakers.

Journées d'Informatique Musicale, at the Auditorium Henri Grenet, Bayonne, France, May 13th 2019 : [Free parties will survive IV](#), performance for a ring of 8 loudspeakers.

International Computer Music Conference, at Chamber Hall, Daegu, South Korea, August 9th 2018 : [The Machine III](#), performance for a ring of 8 loudspeakers.

Ultrasons Festival at Salle Claude Champagne, Université de Montréal, Canada : Performance of 9 spatial improvisations for a dome of 16 loudspeakers from January 2016 until January 2020, organized twice a year, around three themes: technology ([The machine](#)), capitalism ([Free parties will survive](#)), and loneliness ([Free party with Parmegiani, Dhomont, Normandeau,...](#)).