

Christophe LENGELE

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Researcher, composer, improviser, and educator in spatialized music and AV 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 audiovisual creation: <https://github.com/Xon77>
Performance tool development: [Live 4 Life](#) (spatial) — [Live 4 Bubbles](#) (live coding) — [Fizzy Hydra](#) (visuals)
- Proven ability to design and lead workshops and training sessions: see workshops below

Education and Training

Université de Montréal	MONTRÉAL
Doctorate in Music - Composition and Sound Design	Sep 2015 - Apr 2022
Thesis: Spatial improvisation generated from polyrhythmic patterns and looped parameter sequences	
Université Paris-Est Marne-la-Vallée	NOISY-LE-GRAND
Master's in Music - Contemporary Music and Computer Music	2012 - 2014
Thesis: Spatialization in electronic music	
Paris Municipal Conservatory - Georges Bizet (20th district)	PARIS
Training in Electroacoustic and Computer assisted composition	2008 - 2012
IRCAM	PARIS
Workshops on Computer composition, sound design and audio processing	Oct 2006 - May 2007
International Institute of Image and Sound	ÉLANCOURT
Training in Multimedia Design and Engineering	Feb 2007 - Sep 2007
Université Paris I - Panthéon Sorbonne	PARIS
Master's in Applied Foreign Languages in Economics	2002
Université Paris VII - Denis Diderot	PARIS
Bachelor and Applied Foreign Languages in Law	2000
1-year Erasmus Programme at the Humboldt University in Berlin	

Professional Experience

Université du Québec À Montréal	MONTRÉAL
Audiovisual Technician	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	MONTRÉAL
Research Assistant in GRIS (Research Group in spatial immersion)	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)	PARIS
Sound and Stage Technical Supervisor	Nov 2008 - July 2010
• Organized and supervised technical aspects (sound and stage) of concerts	
• Managed audiovisual supply chain	
• Installed and operated audiovisual equipment	
• Created and mixed soundtracks	

Europ Assistance

Assistance Coordinator in Medical Department

- Handled calls from clients requesting medical assistance
- Coordinated assistance among operators (local correspondents, 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, Chile.

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.

Spatial performances

[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 quadraphony.

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 UQÀM'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 21st 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 Normandéau](#), 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, Normandéau,....](#)).

Artistic collaborations

La Sala Rossa, as part of a residency with [Codes d'Accès](#), Montréal, Canada, scheduled for April 26, 2026: [Caos Celestial de Archivos](#), duo performance with [Gabi Tomé](#).

[Hexagram](#) Experimentation Room, Montréal, Canada, September 2024 and June 2025: co-creation and octophonic sound improvisation for Julien Dajez's two residencies.