

Christophe LENGELE

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✉ 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>
Code and installation manual : <https://github.com/Xon77/Live4Life> (see [wiki](#) for documentation)
 - Proven ability to design and lead workshops and training sessions : see workshops below
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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
with distinction (2:1) - Mention Bien (15.2/20)
Thesis: Spatialisation 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
with distinction (2:2) - Mention Assez Bien (13.3/20)

Université Paris VII - Denis Diderot PARIS
Bachelor and Applied Foreign languages in Law 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 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	<i>Nov 2008 - July 2010</i>
<ul style="list-style-type: none"> • 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	GENNEVILLIERS
Assistance Coordinator in Medical Department	<i>Mar 2008 - Nov 2008</i>
<ul style="list-style-type: none"> • Handled calls from clients requesting medical assistance • Coordinated assistance among operators (local correspondants, hospitals, repatriation) 	
ONG Conseil	PARIS
Donor Recruiter	<i>Jan 2008 - Feb 2008</i>
<ul style="list-style-type: none"> • Provided information to the public about NGO's targets and needs • Fund-raising in public spaces 	
Mondomix	PARIS
Audiovisual and Multimedia Assistant (internship)	<i>Aug 2007 - Sep 2007</i>
<ul style="list-style-type: none"> • Video archiving and website updates 	
Pirelli France	ROISSY EN FRANCE
Marketing Analyst	<i>Jan 2005 - Sep 2006</i>
<ul style="list-style-type: none"> • 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 	
European Channel Manager Assistant	<i>Sep 2003 - Dec 2004</i>
<ul style="list-style-type: none"> • Operational management of a customer accounting for 25% of turnover • Coordination and negotiation of tenders from European Accounts 	

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
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Scholarships awarded

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