

Christophe LENGELÉ

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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

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

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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)

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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
<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
Created and mixed soundtracks in Medical Department	Mar 2008 - Nov 2008
<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	Jan 2008 - Feb 2008
<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)	Aug 2007 - Sep 2007
<ul style="list-style-type: none"> Video archiving and website updates 	
Pirelli France	ROISSY EN FRANCE
Marketing Analyst	Jan 2005 - Sep 2006
<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	Sep 2003 - Dec 2004
<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

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 (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 en 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,...](#)).