

Christophe LENGELE

Last update on January 14, 2026

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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	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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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

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.