

SOUND ARTIST, ENGINEER, COMPOSER, PERFORMER

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EDUCATION

Ph.D. Student in Computer Music 2020.9 - Present
University of California, San Diego | Music Department

- Principal teachers: Tom Erbe, Miller Puckette, Alexandro Segade

M.S. in Electrical Engineering 2019.8 - 2021.6
Northwestern University | McCormick School of Engineering

- Principal Advisor: Thrasyvoulos Pappas, Julius Smith(CCRMA, Stanford University), Bryan Pardo
- Thesis topic: Interpretable Parameters and Interface for Music Timbre Design

B.S. in Automation 2015.8 - 2019.7
Tsinghua University | *Department of Automation*

Minor in Music Technology and Engineering 2017.8 - 2019.7
Tsinghua University | Center for Arts Education

EXPERIENCE

Visiting Scholar 2021.8 - 2022.5
UC Berkeley | *Center of New Music and Audio Technology*

- Principal Advisor: Carmine Cella
- Research topic: Timbre Considerations in Computer-Assisted Auto-Orchestration

RESIDENCY

Oracle Egg 2025.1
Broiler Experimental Performance Series | Los Angeles

- *Prosthesis*, participatory experimental live music performance, as half of the aññā duo.

COMMISSION

Duo Lingua

2024.7

Composition | Bogotá, Colombia

- *me hiciste falta*, for live electronics, two musicians and four ham radios

APPEARANCE

Performance

- *Prosthesis*, Oracle Egg, Los Angeles (2025)
- *Cycle to Learn*, Future Stage, NYC (2024)
- *me hiciste falta*, libres en el sonido, Duo Lingua, Bogotá, Colombia (2024)
- *Learning to move, learning to play, learning to animate*, Qualcomm Institute, IDEA performance series, San Diego, CA (2024)
- *Tea for Three, Seedback*, UC San Diego, synth ensemble, San Diego, CA (2024)
- *Leave No Trace, for 6 channel electronics and a hiker*, Qualcomm Institute, IDEA performance series, San Diego, CA (2023)

Exhibition

- Plexus Projects, GUI/GOOEY, *Learning to move, learning to play, learning to animate*, Brooklyn (2024)

PUBLICATION

Recording

- *me hiciste falta*, Duo Lingua, Bogotana Record, Colombia (2024)

Article

- Zehao Wang, Han Zhang, Yifan Guo. *ModPhy: System Design for Real-time Modular Sound Synthesis with Physically-Modeled Objects*, in Proceedings of the International Computer Music Conference (ICMC), 2023.

Presentation

- Han Zhang, Mingyong Cheng, Sophia Sun, Lindsey Gu. *Learning to Move, Learning to Play, Learning to Animate: a Multimedia Exploration of the More-than-human Intelligence*, NeurIPS Creative AI Track, Vancouver, Canada, 2024

TEACHING

Instructor

- X-Institute, Principal Instructor in Music Technology Program, Shenzhen, China, 2024 - Present

Teaching Assistance

- UC San Diego, Department of Music: MUS1C Music Theory (2023), MUS7 Music in Time (2024), MUS9 Orchestra (2023), MUS15 Hip Hop Music (2024), MUS173 Production (2023), MUS17 Popular Music, MUS174A Studio Technique (2023, 2024)
- University of California, COSMOS Program, music technology cluster (2023, 2024)

SERVICE

Studio Tech Team

2023.9 - Present

Music Department, UC San Diego

NGO Board Member

2022.9 - Present

Gifted Children Alumni Association, Austin, Texas

SKILLS



DAWs (Ableton Live, Pro Tools, Logic Pro, Cubase), Programming Languages (C, C++, Python, Matlab, Latex), Music softwares (Max MSP, Pd, Sibelius), Video Editing (Pr, Ae, Lr, Final Cut Pro), Microcontrollers (Arduino, ESP32, STM32), Latex



Amateur Radio operation



Programming Languages (SQLs, SAS, CSS, JavaScript)

Languages

- Mandarin (native)
- English (Full professional proficiency)
- Spanish, Japanese (Basic)