

HAN ZHANG

ARTIST, COMPUTER MUSICIAN, ENGINEER, PERFORMER

CONTACT INFO

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annaduo.pro

EDUCATION

Ph.D. Candidate in Computer Music

2022.9 - Present

University of California, San Diego | Music Department

- Principal advisors: Tom Erbe, Miller Puckette, Amy Cimini, Alessandro 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 Research Scholar

2021.8 - 2022.5

UC Berkeley | Center of New Music and Audio Technology

- Main Collaborator: Carmine Celli

- Research topic: Timbre Considerations in Computer-Assisted Auto-Orchestration

RESIDENCY

Elektronmusikstudion (EMS) 2025 - 2026
Composer in Residency | Stockholm, Sweden

Rocky Mountain College of Art + Design 2025
Visiting Artist Scholar Designer Residency | Denver, Colorado

- *these particles we immersed*, Multimedia live set with DIY sensor instrument, live electronics, real-time visual processing, and performance with yarn, as half of the ãññā duo.

Oracle Egg 2025
Broiler Experimental Performance Series | Los Angeles

- *De-dimension*, participatory experimental live music performance, as half of the ãññā duo.

COMMISSION

Duo Lingua 2024
Composition and live performance | Bogotá, Colombia

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

NEKO3 2026
Composition and live performance | Copenhagen, Denmark

WORKSHOP

Rocky Mountain College of Art + Design 2025
Denver, Colorado

- On sensor-involved multimedia live performance strategy and ecology.

Instituto Universitario Amerike 2025
Mexico City, Mexico

- On composition and multimedia installation performance.

PUBLICATION

Recording • *me hiciste falta*, Duo Lingua, Bogotana Record, Colombia, 2024

Short Film • *woowaaaaditeeeeer*, Han Zhang, Anqi Liu in ãññā duo, released with Music For Your Inbox, 2024

- Article**
- Mingyong Cheng, Sophia Sun, Han Zhang, and Yuemeng Gu. *Learning to Move, Learning to Play, Learning to Animate: a Multimedia Exploration of the More-than-human Intelligence*. in Proceedings of ACM Siggraph, 2025
 - Han Zhang, Mingyong Cheng. *Cycle to Learn: Exploring Human-AI Relation Through Breath-Driven Interactive Art Installation*, in Proceedings of ARTeFACTo, 2024
 - 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.
- Poster**
- 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.

AWARD

Best AI Art Award CVPR2025 2025
Conference on Computer Vision and Pattern Recognition, Institute of Electrical and Electronics Engineers (IEEE) | Nashville, Tennessee

ACM x ISEA2025 Speculative Future Contest Winner 2025
Association for Computing Machinery, Inter-Society for the Electronic Arts, for art/tech/science | Seoul, Korea

TEACHING

- UC San Diego, Department of Music** 2022 - Present
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| Instructor | • MUS7 - Music, Media, and Technology (with 50 enrollment, undergraduate level) |
| Teaching Assistance | <ul style="list-style-type: none"> • MUS1C - Music Theory (with 20 enrollment, undergraduate level) • MUS4 - Western Music History (with 50 enrollment, undergraduate level) • MUS9 - Orchestra (with 50 enrollment, undergraduate level) • MUS13 - Worlds of Music (with 50 enrollment, undergraduate level) • MUS15 - Hip Hop Music (with 50 enrollment, undergraduate level) • MUS17 - Popular Music (with 50 enrollment, undergraduate level) • MUS173 - Music Production (with 50 enrollment, undergraduate level) • MUS174 Series - Three-quarter course for Music Production: Recording, Mixing, and Studio Technique (with 30 enrollment, undergraduate level) • COSMOS Program, music technology cluster (2023, 2024) |

X-Institute, Shenzhen, China 2024 - Present

Instructor	<ul style="list-style-type: none"> Principle advisor for the Music Technology Program (with 15 enrollment, high school level)
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Performance	<ul style="list-style-type: none"> <i>Corpus Temporum</i>, Qualcomm Institute, IDEA performance series, San Diego, CA (2026) <i>The Department of Species Servies</i>, Gray Area Showcase, San Francisco, CA (2026) <i>Loom</i>, Qualcomm Institute, IDEA performance series, San Diego, CA (2026) <i>碾作土 (Ground into Earth)</i>, Shanghai Symphony Orchestra, MISA, Fotografiska Shanghai, Shanghai, China (2025) <i>qwom</i>, Dogstar 2025, Automata, Los Angeles, CA (2025) <i>(<e>)</i>, The DiMenna Center, NYC (2025) <i>0=====</i>, Centro Mexicano para la Música y las Artes Sonoras(CMMAS), Morelia, Mexico (2025) <i>îîî</i>, Studio Culture, San Diego, CA (2025) <i>The particles we immersed</i>, Rocky Mountain College of Art + Design, Denver, CO (2025) <i>De-dimension</i>, Oracle Egg, Los Angeles, CA (2025) <i>Loom - As we Embrace</i>, Qualcomm Institute, IDEA performance series, San Diego, CA (2025) <i>In the swings that we share</i>, Project [BLANK], working title series, San Diego, CA (2025) <i>me hiciste falta</i>, Project [BLANK], Duo Lingua, San Diego, CA (2025) <i>Cycle to Learn</i>, Future Stage, NYC (2024) <i>me hiciste falta, libres en el sonido</i>, Duo Lingua, Bogotá, Colombia (2024) <i>Learning to move, learning to play, learning to animate</i>, Qualcomm Institute, IDEA performance series, San Diego, CA (2024) <i>Tea for Three, Seedback</i>, UC San Diego, synth ensemble, San Diego, CA (2024) <i>Leave No Trace, for 6 channel electronics and a hiker</i>, Qualcomm Institute, IDEA performance series, San Diego, CA (2023)
Exhibition	<ul style="list-style-type: none"> UAAD, New Art city, Ghosts in the Feedback Loop, <i>Learning to move, learning to play, learning to animate</i>, Virtual Exhibition (2025) NeurIPS Creative AI, <i>Learning to move, learning to play, learning to animate</i>, Vancouver, Canada (2025) Computer Vision and Pattern Recognition AI Art Gallery, <i>Learning to move, learning to play, learning to animate</i>, Tennessee, USA (2025) Plexus Projects, GUI/GOOEY, <i>Learning to move, learning to play, learning to animate</i>, Brooklyn (2024)
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SERVICE	
<p>Studio Tech Team <i>Music Department, UC San Diego</i></p>	
<p>2023.9 - Present</p>	