

Lejun Min

Researcher, Artist

- contact@lejun.site
- lejun.site
- LinkedIn
- GitHub

About me

Master's student at Stanford CCRMA specializing in music generation, audio signal processing, and human-computer interaction. Published at top venues including ICLR (Spotlight) and ISMIR.

Intermedia & sonic artist with various performances and installations. Passionate about bridging AI and creative expression through innovative music technologies.

Technical Skills

Research Areas

- Music Generation
- Music Information Retrieval
- Representation Learning
- Multimodal Learning
- Digital Signal Processing
- Human-Computer Interaction

Programming

- Python
- C++
- C
- Java
- Rust
- Verilog
- Lua
- Arduino
- WGSL
- Bash

Machine Learning

- PyTorch
- TensorFlow
- Accelerate
- Lightning

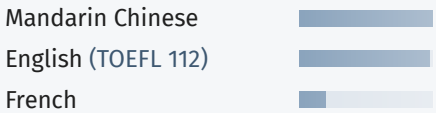
Audio & Graphics

- JUCE
- Chuck
- Reaper
- Pure Data
- Blender
- Adobe Premiere

Development

- Arch Linux
- Neovim
- Git
- Docker

Languages



Education

Stanford University, CCRMA

2024 – Present

M.A. in Music, Science, and Technology (GPA 4.0/4.0)

- Advisors: Prof. Marina Bosi, Prof. Takako Fujioka
- CCRMA Flagship Project Award, Chiang Chen Overseas Graduate Fellowship

Shanghai Jiao Tong University, Zhiyuan College

2019 – 2023

B.Eng. in Computer Science (Fellowship)

- Member of **ACM Honor Class** – elite CS program for top 5% students
- Top 1% Outstanding Bachelor's Thesis (41 out of 3873 graduates)

Experience

Smule Labs – Research Intern

Oct. 2025 – Present

- Building music-text joint embedding addressing modality gap of contrastive learning.
- Supervisor: Yongyi Zang

Sony CSL Paris – Research Intern

June 2025 – Sept. 2025

- Designed end-to-end mixing/mastering system using audio representation learning – pioneering study on automatic mixing with fully generative approach.
- Supervisor: Dr. Stefan Lattner

SoundPatrol & Stanford – Research Assistant

Feb. 2025 – May 2025

- Trained singer representation model for deepfake detection – reduced EER by 10%, achieved 96% top-1 accuracy on SingFake dataset.
- Advisor: Prof. John Thickstun, Prof. Walter De Brouwer

Music X Lab, MBZUAI – Research Assistant

June 2022 – Dec. 2022, Sept. 2023 – Feb. 2024

- Led development of hierarchical symbolic music generation (ICLR 2024) and polyphonic generation with diffusion models (ISMIR 2023).
- Advisor: Prof. Gus Xia

Publications

Leveraging Rotational M/S Coding and ML in Stereo Audio Coding

IWSSPA 2025

L. Min, S. Chen, M. Bosi

MuPT: A Generative Symbolic Music Pretrained Transformer

ICLR 2025

X. Qu, Y. Bai, ... L. Min, et al. [OpenReview] [Demo]

Whole-song Hierarchical Generation Using Cascaded Diffusion Models

ICLR 2024 (Spotlight)

Z. Wang, L. Min, G. Xia [OpenReview] [Demo]

Polyffusion: A Diffusion Model for Polyphonic Score Generation

ISMIR 2023

L. Min, J. Jiang, G. Xia, J. Zhao [Poster] [Demo]

Selected Projects

Programming

- Scotty3D: Software rasterization, mesh editing, path tracing, animation (C++)
- Ray Tracer: Complete ray tracing engine in Rust
- RISC-V CPU: 5-pipelined RISC-V32I with FPGA implementation (Verilog)
- Mx Compiler: Hand-made compiler surpassing -O1 optimization (Java)

Art & Music

- A Chan Conversation: Ambisonics performance with Gametrak
- Umbrella: Intermedia piece for Ambisonics audio & video exploring self and fear
- Sonic Skateboard: Arduino + Chuck musical instrument
- Kandinsky Sonified: Interactive audiovisual music sequencer creating Kandinsky-like abstract paintings
- 晚海 (Sunset Sea): Electronic music published under CEM Records