Annie Chu

Website // GitHub

email: anniechu@u.northwestern.edu

TL;DR

I am a researcher at the intersection of audio, machine learning, and human-centered design. My work focuses on (1) developing innovative and inclusive audio models & interfaces for creative audio applications, with a parallel focus on (2) investigating how audio technologies shape and are shaped by cultural practices, user perceptions, and broader societal contexts.

Research interests: human-centered ML for creative audio workflows, multimodal learning, intelligent audio production, human-AI co-creation, music information retrieval, ethical & social implications of new audio technologies

EDUCATION

Northwestern University, PhD

Evanston, IL

Technology & Social Behavior (Dual CS + Communications)

2023 - Present (expected 2028)

Advisor: Bryan Pardo

Olin College of Engineering, B.S.

Needham, MA

Major: Electrical Engineering, Focus: Media Arts

2018 - 2022

RESEARCH EXPERIENCE

Interactive Audio Lab – Northwestern University

Evanston, IL

Graduate Researcher, Advisor: Bryan Pardo

2023.09 - Now

• Researching audio and multimodal ML models for intelligent audio production applications

Music Cognition & Perception Lab - Northwestern University

Evanston, IL

Graduate Researcher, in collaboration with Dr. Dan Shanahan

2024.09 - now

• Researching listening in the age of streaming; how users' perception and mental models of recommendation algorithms shape music discovery and listening behaviors on streaming platforms (examining algorithmic awareness, consumption patterns, etc)

Lu Lab – Northwestern University

Evanston, IL

Graduate Researcher, in collaboration with Dr. Yingdan Lu

2024.03 - 2024.10

• Developed a methodological framework for adapting audio models to address diverse social science and organizational communications research (paper in progress)

Music and Audio Research Lab (MARL) - New York University

New York, NY

Research Assistant, SONYC

2022

• Deployed and analyzed IoT sensor suite for noise pollution data collection on Sounds of New York City (SONYC) project, automating node deployment and data analysis for ML-based metric extraction and visualization

DSP Research – Reverb Algorithms

Wellesley, MA

Undergraduate Researcher, Advisor: Andrew Davis

2021 - 2022

• Designed and implemented custom reverb algorithms in Python and JUCE

PAPERS UNDER REVIEW

- 1. **A. Chu**, P. O'Reilly, J. Barnett, and B. Pardo. Text2fx: Harnessing clap embeddings for text-guided audio effects. In *Proceedings of 2025 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP 2025) (under review)*
- 2. W. Agnew, J. Barnett, A. Chu, R. Hong, M. Feffer, R. Netzorg, E. Awumey, and S. Das. Sound check: Auditing audio datasets. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI 2025) (under review)*

WORKSHOPS

1. A. Chu, H. Garcia, P. O'Reilly, B. Pardo. "Text2EQ: Human-in-the-Loop Co-Creation Interface for EQ." *Accepted Late-Breaking Demo (LBD), ISMIR 2024*

WORK EXPERIENCE

The Engine

Program Manager 2023

Embr Labs

R&D, Hardware UI Engineer 2020-2021

Weissman Foundry

Fellowship Manager, Design Technician 2019-2021

TEACHING

Conference Workshop Instructor

OCMC 2024 Sep 2024

Faces to Soundwaves: Unpacking Organizational Communication through Computational Multimodal Analysis (with Dr. Yingdan Lu)

Instructor

Northwestern University Spring 2024

Human-Computer Interfaces for Musicking (with Hugo Flores García)

Teaching Assistant

Olin College of Engineering 2018 - 2019

Introduction to Sensors, Instrumentation, and Measurement

TALKS

Leveraging ML to Understand the Digital Soundscape of Social Movements on TikTok

NSF Sound Travels Sep 2024

Algo-Rhythms: How Music Recommendation Systems Keep You in Tune

Scientists for Migrant Learning & Education May 2024

HONORS AND AWARDS

National Merit Scholarship

National Merit Scholarship Corporation 2018-2022

Olin Merit Tuition Scholarship

Olin College of Engineering 2018-2022

Women in Music Information Retrieval (WiMIR) Conference Grant

ISMIR 2022 2022

SKILLS

- **Programming Languages** Python, MATLAB
- Machine Learning PyTorch, Scipy, Numpy, Scikit-learn, TensorFlow
- Audio Production Logic Pro X
- **Design Methods & Prototyping Tools** Figma, Adobe XD, Wireframing, User Journey Mapping, Participatory Design, Speculative Design, Usability Testing
- Qualitative Research Methods Grounded Thematic Analysis, Interview Coding, Survey Design