

8. Paper implementation + Industry tips

Computational Music Creativity



Universitat
Pompeu Fabra
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MTG
Music Technology
Group

What's ahead

1. Paper implementation (80')
2. Industry tips + wrap up (40')

Liquiprism

1. 1 team explains paper (20)
2. V's method to implement a paper (10)
3. 2-3x teams code show and tell (50)

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1. Study paper

- a. Abstract + intro + conclusion + tables + figures
- b. Skim through body
- c. Deep reading of full text (repeat as necessary) -> take notes

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5. Implement



design

implement

What job you'd like
to get once you
graduate?

**LANDING AN
AI MUSIC ENG JOB**

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- Research
- Engineering
- Soft skills

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What I look for: Soft skills

- Problem solver (hacker)
- Fast learner
- Independent
- Resourceful
- Project management
- Communicator

What I look for: Engineering

- Kickass software engineer
- Clean coder + testing
- Foundations of DevOps + MLOps

What I look for: Research

- Implements papers
- Knows how to go the extra mile
- Knows when to stop

BRING PROJECT FROM 0 TO 100



How the heck do I show you my skills?

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- Portfolio projects
 - Not toy -> real-world
 - End to end
 - Rich GitHub page

How the heck do I show you my skills?

- Portfolio projects
 - Not toy -> real-world
 - End to end
 - Rich GitHub page
- Project expertise
 - Blogs
 - Videos
 - LinkedIn

THE SECRET IS TO BE SEARCHED, NOT TO SEARCH FOR A JOB



The most effective thing you can do?

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Find a mentor

Final project

- Up to 3 people per group
- Deliverables
 - Code
 - 2-minute system screencap
 - 5-minute video presentation

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- Deliverables
 - Code
 - 2-minute system screencap
 - 5-minute video presentation
- Evaluation criteria:
 - Soundness of the implementation
 - Cleanliness of the implementation (e.g., clean code)
 - Degree of innovation in the system
 - Clarity of the presentation
 - Quality of the creative output

ONE DOES NOT SIMPLY

GET THE MOST WITHOUT USING OFFICE HOURS

Ask Me Anything

- Videos
- Job
- Industry
- Personal experience
- Financial advice (maybe not)
- Research
- Techniques
- Opinions
- ...

