Grégoire Locqueville

Engineer specializing in multidisciplinary digital creation tools

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Experience _____

Research Engineer

Jan. 2021 – Dec. 2023

Sorbonne Université — Institut d'Alembert

Paris, France

- Led the transition from prototype software into a finished digital music instrument, its documentation and its distribution: http:// chorus-digitalis.lam.jussieu.fr/voks.html
- Conception and implementation of a scientific protocol to validate the instrument; subject recruitment and direction; result quantitative and quantitative analysis.

Ph.D. Researcher

Dec. 2018 - Jun. 2022

Sorbonne Université — Institut d'Alembert

Paris, France

- Conception, implementation and use of the Voks music instrument.
- Research communication both in the **traditional form** of research articles and **international conference** presentations (*NIME 2019*, *Porto Alegre, Brazil*; *CMMR 2023, Tokyo, Japan*), and through **music performances** and participation to the prestigious *Guthman contest, Atlanta, U.S.A* (2nd prize).
- · Intern supervision.

Teaching Assistant

2019 - 2021

Sorbonne Université

Paris, France

- **Teaching**; pivotal role in **faciliation of instructional activities** while navigating the challenges posed by the COVID-19 pandemic.
- Courses taught: Discrete Mathematics, Algorithmics.

Engineering Intern

Sep. 2017 - Feb. 2017

Nagual Sounds

Berlin, Germany

Research and development on interactive **gesture-based music applications** (mobile apps and video games).

Education

Ph.D., Sorbonne Université, Paris, France

2022

ATIAM Masters, Sorbonne Université, Paris, France

2018

2013

- Acoustics, Signal Processing, Computer Science applied to Music
- Student project: Development of a physics-based, real-time, highquality clarinet synthesizer: https://www.youtube.com/watch?v= kJTrg8ovflk

Master of Science, *Centrale Paris, Châtenay-Malabry, France* 2017 Major in Computer Science

Preparatory Classes, Collège Stanislas, Paris, France

2-year intensive preparation for the highly selective French Grandes Écoles. Major: **Mathematics** and **Physics**; Option: **Computer Science**.

High School Diploma, *Saint-Louis de Gonzague, Paris, France* 2011 Major in **science**; with **highest honors**.

Skills _____

Languages

• French: Native

• English: Fluent

• German: Basic proficiency

Programming Languages

Haskell, Python, Faust, Max/MSP, C, C++

Personal Projects _____

Musical Live-coding Tool

Free, open source **audio plugin** for livecoding in Faust, for musical performance and production: https:// github.com/glocq/Amati

Musical Performance Tool

Galatea: A free, open source web application that turns any pointer-like device (mouse, graphic tablet...) into a MIDI controller: https://github.com/glocq/Galatea

Procedural Generation

Escherscape: A free, open source demo of **declarative procedural generation** in a FPS-like setting: https://github.com/glocq/escherscape

Artistic Practice _____

Music

- · Computer Music.
- Piano, singing, violin.
- Individual and collective performance and practice
- Composition, performance and production of original pieces: https:// www.youtube.com/@Fraccillion

Acting

Part of several theater and musical student projects.