Chen Liang

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To obtain a full-time position where I can utilize audio & computer engineering expertise.

	Education		
	In Progress		
2014	MSc in Music and Technology, Carnegie Mellon University, Pittsburgh, U.S.		
	Completed		
2014	Stanford Laptop Orchestra Seminar, Stanford University, Beijing, China.		
2010	BSc in Electrical Engineering, Beihang University, Beijing, China.		
	Relevant Courses		
	Computer Science		
	Introduction to Computer System(15213)		
	Signal Processing		
	- Advanced Digital Signal Processin		
	- Machine Learning for Signal Processing		
	- Pattern Recognition		
	Sound Engineering - Electroacoustics	- Soun	d Recording
		Journ	a recording
	Skills		
C	Programming Languages	N.A	Chal Day Data
General	Python Processing, D3.js	Other	Chuck, Pure Data Matlab
Visualization	Digital Audio Workstation	Other	IVIaciab
	Pro Tools, Audicity		
2015	Experience and Honors		
	Intern, Musixmatch, Bologna, Italy. — Developed a subtitle-music alignment system using Python;		
2014	- Studied and visualized relations between lyrics & history/audio & emotion using D3.js.		
	 Developer, Course Projects, Pittsburgh, U.S. Developed a 2D Super Mario-like game; Developed a watchface sensitive to gravity showing current time with collisions on Pebble. 		
2013	Honorable Mentions, Mathematical Contest in Modeling.		