

Chen Liang

☎ (412) 961 4600
✉ hi@liangchen.email
📄 liangchen.soy/eng/
Carnegie Mellon University



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

Education

- 2014
2016
2014
2010
2014
MSc in Music and Technology, Carnegie Mellon University, Pittsburgh, U.S.
- Stanford Laptop Orchestra Seminar**, Stanford University, Beijing, China.
- BSc in Electrical Engineering**, Beihang University, Beijing, China.

Relevant Courses

Computer Science

- Introduction to Computer System
- Principles of Software System Construction
- Computer Music Systems and Information Processing

Signal Processing

- Machine Learning for Signal Processing
- Advanced Digital Signal Processing

Sound Engineering

- Electroacoustics
- Sound Recording

Skills

Programming Languages

General	Python, Java	Music	Chuck, Pure Data
Visualization	Processing, D3.js	Other	Matlab

Digital Audio Workstation

Audacity, Pro Tools, Ableton Live, GarageBand

Experience

- 2015
2015
2014
2016
Intern, Musixmatch, Bologna, Italy.
 - Developed a subtitle-music alignment system using Python;
 - Studied and visualized relations between lyrics & history, audio & emotion using D3.js.
- Recording Engineer**, The Vlahakis Recording Studio, Pittsburgh, U.S.
 - Recorded rock/classical/jazz bands including Summit Station and Stranger Convention.
- Developer**.
 - Developed a 2D Super Mario-like game;
 - Developed a watchface sensitive to gravity showing current time with collisions on Pebble;
 - Developed a real-time melody and beat generator.