Noah Wang

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Education

BERKLEE COLLEGE OF MUSIC   Boston, MA

Bachelor of Music in Electronic Production and Design & Jazz Composition. GPA: 4.00   09/2023 ~ Present

Dean's List (4 times); Richard Devine Sound Design Award, Thelonious Monk Award

- Concentration in Audio Programming and Synthesis
- Minors: Creative Coding, Electronic Performance
- Coursework: Advanced Audio Programming, Effect Design in Advanced Production, Advanced Modular Synthesis, Circuit Bending & Physical Computing

SHANGHAI CONSERVATORY OF MUSIC   Shanghai, China

Bachelor of Arts in Composition. GPA: 3.73 (Transferred to Berklee)

Professional Achievement Award

Professional Experience

BERKLEE COLLEGE OF MUSIC   Boston, MA

Student Assistant Engineer   10/2024 ~ Present

- Setting up sessions for recording
- Live sound setup and monitoring
- Managing and organizing students' project files

Equipment Room Student Assistant   10/2024 ~ Present

- Troubleshooting signal flow problems
- Managing hardware and organizing files
- Familiar with a wide range of recording and production gear
- Communicating effectively with students and faculty

FREELANCE

Music Production and Composition   01/2021 ~ Present

- Composing various genres of music, including classical, jazz, and electronic
- Writing and arranging music for concerts
- Producing music with DAW and hardware instruments

Music Teaching Assistant   07/2019 ~ 04/2023

- Taught piano, music theory, and composition lessons to secondary students
- Assisted students with practicing methods

Activities

Audio Programmer   02/2025 ~ Present

- Developing software synthesizers and effects in C++, Max/MSP, and Python
- Live coding performances using Haskell (Tidal Cycles) and SuperCollider
- Implementing real-time spectral analysis and manipulation with FFT-based DSP

Music Performer   12/2023 ~ Present
- Performing on piano and keyboard across classical, jazz, pop, and rock settings
- Using modular synthesizers, drum machines, and samplers in live setups
- DJing genre-blending sets and live-remixing performances

Projects

Duetto   Spring 2025
Real-time pitch shifter developed in C++ and JUCE framework
- Low-latency processing using SoundTouch
- Pitch shifting from -12 to +12 semitones
- Dry/Wet mix control
- VST, AU, and Standalone formats

Pinball   Summer 2024
Retro-style pinball game developed in Unity
- Implements classic pinball mechanics with scoring and life systems
- Powerup system
- MacOS and WebGL build

PythonicSynth   Spring 2024
Additive synthesizer developed in Python and Pyo library
- MIDI input
- Six oscillators with selectable waveform and frequency controls
- Universal ADSR envelope with exponential control
- Built-in low-pass filter, reverb, and chorus effects
- On-screen keyboard and amplitude display

Music Projects   Spring 2021 ~ Present
- Electronic productions, including *Tunneling Transcendence* (2023) and *Angelic Ascension* (2024)
- Jazz compositions, including *if...else* (2025) and *Freeze Breeze* (2024)
- Classical compositions, including *The Plains* (2021) and *Light, Shade* (2022)
- Avant-Garde electronic EP *Crank Up* (2025)
- Various generative electronic music and modular compositions
- Lead sheet and/or audio available on personal website

Skills & Interests
Music Software: Ableton Live, Pro Tools, Digital Performer, Logic Pro, Dorico
Programming Language: C, C++, Max/MSP, Python
Audio: Studio recording and monitoring, multi-tracking and mixing, sample editing, live sound setup