

## Noah Wang

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### Education

#### BERKLEE COLLEGE OF MUSIC

Boston, MA

BM 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

Composition. GPA: 3.73 (Transferred)

*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
- Being familiar with different types of gears
- Effective communication with students

#### 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 soft synth and effects in C++, Max/MSP, and Python
- Live coding using Haskell and SuperCollider
- Digital Signal Processing with FFT
- Circuit bending with Arduino UNO

## Music Performer

12/2023 ~ Present

- Played piano and keyboard in various genres, including classical, jazz, pop, and rock
- Played electronic instruments, including modular synthesizers and drum machines
- DJ'ed in different venues

## 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

- Basic Pinball mechanism with score and life system
- Powerup system
- MacOS and WebGL build

### PythonicSynth

Spring 2024

Additive synthesizer developed in Python and Pyo library

- MIDI input
- 6 oscillators with individual shape and frequency selectors
- 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 [Note: Optional]

**Music Software:** Ableton Live, Pro Tools, Digital Performer, Logic Pro, Dorico

**Programming Language:** C, C++, Max/MSP, Python, C#

**Audio:** Studio recording and monitoring, multi-tracking and mixing, sample editing, live sound setup