



# Oriol Colomé Font

MUSIC-TECH GENERALIST: ALL  
THINGS MUSIC.

## Details

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47991970D

DATE / PLACE OF BIRTH

08/09/1995

Barcelona

## Links

[Github](#)

[LinkedIn](#)

## Skills

All things music

Music Information Retrieval

Project Management

Interpersonal Communication  
Skills

Creative Problem Solving

Analytical Thinking Skills

Python

Business Intelligence

Deep Learning

Git

Data Analysis

## Profile

No LLMs were harmed used in the creation of this description.

I'm Oriol—a music tech generalist with over a decade of experience across the music industry and its *wiggly-air-multi-modal-cognitive-phenomenon* we call MUSIC.

Currently, I'm leading innovation at My Sheet Music Transcriptions. I've worked with full-stack devs and musicologists alike, built cross-functional teams, and driven business growth by bridging creative, technical, and strategic domains. I understand music from both the artistic and technical perspectives, and I thrive at the intersection of innovation and artistry. I'm motivated by meaningful challenges and bring a mix of hands-on music knowledge, MIR-based software skills, and product thinking to any mission.

## Employment History

### Growth Lead & Product Owner, My Sheet Music Transcriptions, Terrassa

JANUARY 2025 — PRESENT

Leading the R&D and product development roadmap, leveraging open-source technology and the right talent to drive innovation and position the company at the forefront of industry advancements. The added value is not only having the right technical partners, but deeply understanding the craft we need to empower—MUSIC, the creative process, the rawness, and the intent behind every note. The focus is on augmenting the artist's expression and streamlining mundane tasks to leave room for the artistry to shine, rather than replacing the entire pipeline with sterile efficiency.

### Member of the Scientific Committee, UPF-BMAT Chair in AI and Music, Barcelona

MARCH 2024 — PRESENT

Invited to join the Scientific Committee of the newly launched UPF-BMAT Chair in AI and Music, aimed at advancing open large-scale AI models for music understanding. Contributing expertise in AI, music technology, and research direction alongside former MTG colleagues.

### Key Account Manager & Tech Lead, My Sheet Music Transcriptions, Terrassa

JANUARY 2023 — JANUARY 2024

I led B2C and B2B music-tech initiatives, managed key accounts, and drove strategic partnerships.

### Music Specialist, Growth, and Tech Lead, My Sheet Music Transcriptions, Terrassa

JANUARY 2022 — JANUARY 2023

I curated music, advised on services, and optimized the customer experience, while also providing administrative and operational support.

### Assistant Manager, My Sheet Music Transcriptions, Terrassa

JANUARY 2020 — JANUARY 2021

After becoming a valuable asset, I secured a full-time position that involved assisting with customer service-related tasks.

### Music Transcriber, My Sheet Music Transcriptions, Terrassa

SEPTEMBER 2019 — MAY 2020

I focused on precise music transcription, arrangement, and engraving as a freelancer.

Audio Signal Processing

Docker

## Languages

Catalan

Spanish

English

French

## Hobbies

Muay Thai, cross-country hiking,  
and sailing

## Musician, Freelance

SEPTEMBER 2013 – PRESENT

From performing on stage, composing original pieces, arranging music for different ensembles, and teaching others to explore their musical potential, to managing and producing musical projects from start to finish, I enjoy bringing ideas to life and sharing the joy of music with others.

## Education

### Master of Science in Music and Sound Computing, Universitat Pompeu Fabra, Barcelona

JANUARY 2020 – JANUARY 2024

The program combined approaches in topics such as audio signal processing, machine learning, perception and cognition, and semantic technologies, giving me the scientific and technological background needed to continue a research and professional career on tasks that support practical applications related to the analysis, description, synthesis, transformation, and production of sound and music.

### Master of Arts in Music Theory and Composition, ESMuC, Barcelona

JANUARY 2019 – JANUARY 2020

I received specialized training in music for visual media, including courses in composition, orchestration, sound design, and production techniques. The course equipped me with skills to create soundtracks and other music for the media using state-of-the-art tools.

### Bachelor's Degree in Music, ESEM Taller de Músics, Barcelona

JANUARY 2014 – JANUARY 2018

Guitar Performance Concentration. This four-year program focused on developing technical mastery, artistic expression, and professional skills as musicians. The degree combined core music education—such as theory, history, and ensemble work—with specialized guitar training in technique, repertoire, and performance across various genres.

## Internships

### Master's Thesis Student in Music Applied Machine Learning, Epidemic Sound, Stockholm

JANUARY 2023 – JULY 2023

Researched deep music embeddings with the Music Applied and Machine Learning team, focusing on automatic music segmentation using advanced machine learning techniques. Conducted experiments and data analysis on Google Cloud Platform while staying current with developments in music analytics, production, licensing, and ML. Collaborated with the A&R team to initiate music theory seminars, strengthening cross-functional communication and industry insight.

## References

### Carl Thomé from Epidemic Sound

carlthome@gmail.com

## Courses

### Generative Music AI Workshop, Universitat Pompeu Fabra (Music Technology Group)