Siheng (Simon) Fang

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Profile

An interdisciplinary student with background experiences in Research in Music Cognition, Music Production, and Game Development. Passionate about combining creativity and technology to design interactive experiences that engage audiences across media platforms. Example of work can be found on my personal website.

Education

Bachelor of Arts, Cognitive System (Brain and Cognition) | University of British Columbia   2021.9 – 2025.12
- Major in Cognitive System: interdisciplinary study across psychology, computer science, philosophy, and linguistics.
- Enrolled in the B+MM program: completed coursework in business fundamentals, management, marketing, and finance.

Diploma, Professional Recording Arts | Lasalle College Vancouver   2025.10 – 2026.8
- Program focuses on advanced audio engineering, sound design, and music production.
- Will complement academic background with hands-on training in professional recording and digital media production.

Research Project

Music Cognition Research – Tempo & Loudness Dynamics | Python   2024.9 – 2025.4
- Designed and conducted experiments on how dynamic changes in tempo and loudness shape listeners' emotional perception.
- Created musical stimuli, collected participant data, and analyzed results using Python.

Technical Projects

User Management System | Collaborative Project | JavaScript, SQL, HTML, CSS   2024.9 – 2024.12
- Developed a full-stack user management system using JavaScript, SQL (Oracle DB), and Next.js.
- Designed an interface with HTML, CSS, and integrated frontend-backend connectivity.

Robot Tournament | Collaborative Project | C#   2023.9 – 2023.12
- Built a mode-switch robot using reinforcement learning in C# through Unity Engine
- Implemented RayCast-based environmental sensing and trained a neural network using reward mechanisms.

Game Development "Antidote" | Collaborative Project | C#, Blender   2022.10 – 2023.3
- Designed gameplay mechanics for a role-playing game in Unity with C#
- Contributed to 3D-modeling using Blender, player movement development, debugging and testing.

Music Creative Projects

Interactive Music Composition | Max MSP — 2025.4
- Designed and implemented a 3-minute interactive composition in Max MSP.

Music Album Production | Logic Pro X, FL Studio — 2023.7 – 2024.3
- *Cure* (2023.8) – produced and released a 7-track album independently, overseeing songwriting, arrangement, recording, and mixing.
- *PinkLeak* (2024.3) – co-produced and released a 9-track album, contributing to songwriting, recording, and mixing.

Job Experience

AI Data Training Intern | ShuQing Technology Co., Ltd., China | COZE — 2025.6 – 2025.8
- Used COZE to establish AI workflows, prepare training data, and train the integrated AI agent.
- Fed data to improve AI performance and accuracy.
- Assisted in model upgrades and optimization based on performance feedback.

Video Editing Intern | LingXiao Media Co., Ltd., China | Adobe Premiere, CapCut — 2024.6 – 2024.8
- Edited advertisement videos for clients, ensuring high-quality visual storytelling and brand alignment.
- Worked in the production process, including footage organization, color correction, and sound integration.

Volunteer Experience

Chinese Language Program Volunteer | University of British Columbia — 2024.9 – 2024.12
- Assisted in teaching Chinese to students of varying proficiency levels.

Certification

Google Data Analytics Certificate | Coursera — 2025.1
- Gained skills in data cleaning, visualization, and analysis using Excel, SQL, and R.

Skills Acquired

Programming & Data
Python, C#, JavaScript, SQL, HTML, CSS, R, COZE (for AI workflow development)

Music & Creative Tools
Logic Pro X, FL Studio, Max MSP, Blender

Media & Editing
Adobe Premiere, CapCut

Basic Microsoft
Excel, Word, PowerPoint