Terry Feng

Music Software Engineer

tzfeng@stanford.edu https://fenglyfe.com

Education

Stanford University (Sept. 2022 – June 2024)

M.A. in Music Science Technology

Center for Computer Research in Music and Acoustics (CCRMA)

3.97 Cumulative GPA

University of California, San Diego (Sept. 2018 – June 2022)

B.S. Computer Science - Jacob's School of Engineering

B.A. in Music – Piano Performance

3.88 Cumulative GPA - Cum Laude

Experience

CCRMA, Stanford University (January 2023 – Present)

Researcher, Developer, Section Lead

- Created WebChucK IDE, an online IDE for audio programming in ChucK, taught in MUS 220a, presented at NIME & SMC 2023
- Worked on Chuck programming language development (C++), streamlined WASM and WebGPU browser implementation for audio and graphics, created Web Audio API libraries and tools
- Projects and performances with co-creative systems like Somax2 for machine listening, Teensy for embedded DSP, and crafted music HCI interfaces, installations, and concerts

Zwift, Long Beach, CA (June 2021 – Sept. 2021)

Software Engineer Intern

- Designed and delivered high-performance microservice using Quarkus and Kafka to serve 50,000 concurrent players
- Implemented C++ client network requests and API endpoints to communicate with JDBC and PostgreSQL

Skills

C/C++, Python, Java

Web Development (JS/TS/Node.js)

Digital Signal Processing (DSP)

Systems and Architecture

Interactive Machine Learning

UI/UX (Figma, Adobe)

Music Production (Ableton Live)

Music Composition & Performance

Activities

Web Audio Research & Experiment Group (WARE) @ CCRMA

(Sept. 2023 – Present)

Chuck Research & Development @ CCRMA

(Sept. 2022 – Present)

Stanford New Music Ensemble (Sept. 2022 – Present)

USB3 – Computer Music Band

(Mar. 2023 – Oct. 2023)

Symphonic Student Association

@ UCSD – Vice President

(June 2021 – June 2022)

La Jolla Symphony & Chorus – Violinist

(Sept. 2018 – June 2019)

Projects

SoundscapeAl, Stanford University (Jan. 2023 – Mar. 2023)

- Implemented real-time audio feature similarity retrieval using KNN to generate soundscapes through concatenative synthesis; WebChucK, JavaScript, Ableton Live

Terryng Automata, Stanford University (Nov. 2022 – Dec. 2022)

- Created an audiovisual beat sequencer implementing a Turing Machine Eurorack and Elementary Cellular Automata; Unity, Chuck, C++