Terry Feng

Music Software Engineer

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https://fenglyfe.com

Education

Stanford University (2022 – 2024)
M.A. in Music Science Technology
CCRMA – Center for Computer Research in Music and Acoustics

University of California, San Diego (2018 – 2022)
B.A. in Music, Piano Performance
B.S. Computer Science - Jacob's School of Engineering

Experience

CCRMA, Stanford University (JANUARY 2023 – PRESENT)
Researcher, Developer
- Created *WebChucK IDE*, an online IDE for computer music programming in ChucK
- Section Lead for *Intro to Computer-Generated Music*

Zwift, Long Beach, CA (JUNE 2021 – SEPTEMBER 2021)
Software Engineer Intern
- Designed and delivered high-performance microservice to serve 50,000 concurrent players
- Implemented C++ client network requests and JDBC endpoints with PostgreSQL

Projects

SoundscapeAI (JANUARY 2023 – MARCH 2023)
WebChucK, JavaScript, Ableton Live
- Extract environmental sonic features for real-time ambient soundscape generation with concatenative synthesis

Terryng Automata (NOVEMBER 2022 – DECEMBER 2022)
Unity, ChucK, C++
- Co-creative audiovisual beat sequencer combining Turing Machine Eurorack and Elementary Cellular Automata

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

ChucK Research & Development
(SEPTEMBER 2022 – PRESENT)

Stanford New Music Ensemble
(SEPTEMBER 2022 – PRESENT)

USB3 – Computer Music Band
(MARCH 2023 – OCTOBER 2023)

Symphonic Student Association
@ UCSD – Vice President
(JUNE 2021 – JUNE 2022)

La Jolla Symphony
(SEPTEMBER 2018 – JUNE 2019)