# Terry Feng

Music Software Engineer

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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

## 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

## Experience

**CCRMA**, Stanford University (Jan. 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++), introduced WASM and WebGPU implementations for browser audio synthesis and graphics
- Researched co-creative notions and applications involving machine listening using Somax2, embedded DSP with Teensy, and built HCI software tools, 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 communicating with JDBC and PostgreSQL

## 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

**SoundscapeAI**, Stanford University (Jan. 2023 – Mar. 2023)

- Implemented real-time audio feature similarity retrieval using KNN to generate soundscapes through concatenative synthesis; deployed on the web

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

- Created an audiovisual beat sequencer in Unity by redesigning a Turing Machine Eurorack with Elementary Cellular Automata