Ningxin Zhang

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EDUCATION

2023 - 2025	**Stanford University**, M.A. in Music, Science, Technology
2019 - 2023	**Berklee College of Music**, B.M. in Electronic Production and Design, minor in Creative Coding
2015 - 2019	**Hong Kong Baptist University**, B.A. in Translation, Interpreting, and Intercultural Studies, minor in Spanish

PUBLICATION AND CONFERENCE

Apr 2024 — **Composer & Performer, SEAMUS 2024 National Conference**
- Performed original electroacoustic piece at concert *Cinema For the Ears*.

Jun 2023 — **Composer & Performer, New York City Electroacoustic Festival (NYCEF)**
- Performed an original electroacoustic piece *Kagemusha: for Pipa and Electronics* at New York City Electroacoustic Music Festival.

May 2023 — **Composer & Performer, Instruments, Interfaces, Infrastructures: An Interdisciplinary Conference on Musical Media (IIICON)**
- Presented a creative project on performing and composing electroacoustic music with electric pipa at Harvard University's Interdisciplinary Conference on Musical Media.
- Participated in a seminar on the practice and application of the Acousmonium sound diffusion system on acousmatic performances.

Nov 2022 — **Presenter, International Csound Conference (ICSC)**
- Published and presented the paper "Using a Waveguide to Model the Pipa in Csound," detailing the use of waveguide synthesis for timbral modeling in the music programming language *Csound*.

WORK EXPERIENCE

Feb - Dec 2022 — **Research Assistant, Boulanger Labs**
- Tested Csound instruments' compatibility in VR environments as part of the CsoundUnity research team and the potentiality of future development as highly interactive instruments.
- Designed an interactive VR game employing only CsoundUnity and Unity spatial audio tools.

Jan - Aug 2022 — **Music Technology Tutor, Berklee College of Music**
- Mentored Berklee students in coding and music technology, resolving complex technical challenges and facilitating advanced skill development.

SELECTED PERFORMANCE

Apr 2024 — **Multimedia Artist, Intervention/Installations at Center for Computer Research in Music and Acoustics (CCRMA)**
- Premiered original multimedia installation *Do Night Submarines Dream of Electric Sea Shells?* at CCRMA Listening room with a custom physical interaction interface of 25 joysticks, interactive visuals, and a 24-channel speaker system for live processing of the sounds.

Oct 2023 — **Composer & Performer, Transitions Concert at Center for Computer Research in Music and Acoustics (CCRMA)**
- Premiered original multichannel electroacoustic piece Travelers among Mountains and Streams at CCRMA stage with a 56.8 surround sound system.

Apr & Dec 2022 — **Composer & Visual & Performer, Interdisciplinary Arts Institute Showcases (BIAI)**

- Performed original multichannel audio-visual works *The Interrupted Dream in the Garden* and *The World of the Spectacles* using Max/MSP/Jitter at Berklee Interdisciplinary Arts Institute showcases with a 12.2 surround sound system.

Dec 2022 **Instrument Designer & Composer & Performer, Digital Musical Instrument Prototyping Showcase**
- Performed original ambient music *Spring Tide* with a custom controller developed by *Teensy* board and *Bela* Sensors.

Apr 2021 **Composer & Performer, Berklee Network Orchestra (BNO) Live Coding Concert**
- Performed original solo and network pieces written in *Supercollider* with Berklee Network Orchestra.

Mar 2020 **Pipa Player, International Folk Festival**
- Performed Chinese folk song medley with sona virtuoso Yazi Guo and guzheng virtuoso Hui Weng.

Jan 2020 **Electric Pipa Player, Chinese MicroJam Concert**
- Performed and improvised with electric pipa over microtonal music with guitar virtuoso David Fiuczynski and The Planet MicroJam Institute.

AWARD, GRANT, FELLOWSHIP

2024	**First Prize,** Musicworks Electronic Music Composition Contest
2024	**Second Prize**, SWEETWATER/SEAMUS Commission Competition
2024	**Bronze Medal**, *Creativity/Originality & Experimental Categories,* Global Music Award
2023	**Excellent Musicality Award**, World Grand Prix International Music Contest
2023	**Second Prize**, *Original Composition Category*, World Grand Prix International Music Contest
2023	**First Prize**, *National Music Category*, World Grand Prix International Music Contest
2023	**Platinum Prize**, *Original Composition & National Music Categories*, World Melodia Championship International Music Competition
2023	**Great Creativity Special Prize**, World Melodia Championship International Music Competition
2023	**Humanities and Sciences Fellowship**, Stanford University
2022	**Max Mathews Award**, Berklee College of Music
2022	**Global Enrollment Initiatives (GEI) Grant**, Berklee College of Music
2021 & 2022	**Shengzheng Zhang Scholarship**, Berklee College of Music
2019 - 2023	**Deans's List for Excellence Academic Performance**, Berklee College of Music

SKILL

- Languages: Mandarin Chinese (native), English (fluent), Cantonese (fluent), Spanish (Elementary).
- Musical Instruments: Chinese pipa, Chinese zhongruan, piano.
- Programming Languages: Python, C++, C#.
- Music Programming Languages: Csound, Max/MSP, Supercollider, Chuck.
- Audio Software Tools: Pro Tools, Logic Pro, Ableton Live.
- Visual Software Tools: Max/Jitter, TouchDesigner.
- Game Engine: Unity.