

ARTIST, COMPUTER MUSICIAN, ENGINEER, PERFORMER

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Ph.D. Candidate in Computer Music 2022.9 - Present
University of California, San Diego | Music Department

- Principal advisors: Tom Erbe, Miller Puckette, Amy Cimini, Alexandro Segade

M.S. in Electrical Engineering 2019.8 - 2021.6
Northwestern University | McCormick School of Engineering

- Principal Advisor: Thrasyvoulos Pappas, Julius Smith(CCRMA, Stanford University), Bryan Pardo
- Thesis topic: Interpretable Parameters and Interface for Music Timbre Design

B.S. in Automation 2015.8 - 2019.7
Tsinghua University | Department of Automation

Minor in Music Technology and Engineering 2017.8 - 2019.7
Tsinghua University | Center for Arts Education

Visiting Research Scholar 2021.8 - 2022.5
UC Berkeley | Center of New Music and Audio Technology

- Main Collaborator: Carmine Cella
- Research topic: Timbre Considerations in Computer-Assisted Auto-Orchestration

RESIDENCY

Elektronmusikstudion (EMS) <i>Composer in Residency Stockholm, Sweden</i>	2025 - 2026
Rocky Mountain College of Art + Design <i>Visiting Artist Scholar Designer Residency Denver, Colorado</i>	2025
<ul style="list-style-type: none">• <i>these particles we immersed</i>, Multimedia live set with DIY sensor instrument, live electronics, real-time visual processing, and performance with yarn, as half of the aññā duo.	
Oracle Egg <i>Broiler Experimental Performance Series Los Angeles</i>	2025
<ul style="list-style-type: none">• <i>De-dimension</i>, participatory experimental live music performance, as half of the aññā duo.	

COMMISSION

Duo Lingua <i>Composition and live performance Bogotá, Colombia</i>	2024
<ul style="list-style-type: none">• <i>me hiciste falta</i>, for live electronics, two musicians and four ham radios	
NEKO3 <i>Composition and live performance Copenhagen, Denmark</i>	2026

WORKSHOP

Rocky Mountain College of Art + Design <i>Denver, Colorado</i>	2025
<ul style="list-style-type: none">• On sensor-involved multimedia live performance strategy and ecology.	
Instituto Universitario Amerike <i>Mexico City, Mexico</i>	2025
<ul style="list-style-type: none">• On composition and multimedia installation performance.	

PUBLICATION

Recording	<ul style="list-style-type: none">• <i>me hiciste falta</i>, Duo Lingua, Bogotana Record, Colombia, 2024
Short Film	<ul style="list-style-type: none">• <i>woowaaaaditeeeeer</i>, Han Zhang, Anqi Liu in aññā duo, released with Music For Your Inbox, 2024

Article	<ul style="list-style-type: none"> • Mingyong Cheng, Sophia Sun, Han Zhang, and Yuemeng Gu. <i>Learning to Move, Learning to Play, Learning to Animate: a Multimedia Exploration of the More-than-human Intelligence</i>. in Proceedings of ACM SIGGRAPH, 2025 • Han Zhang, Mingyong Cheng. <i>Cycle to Learn: Exploring Human-AI Relation Through Breath-Driven Interactive Art Installation</i>, in Proceedings of ARTeFACTo, 2024 • Zehao Wang, Han Zhang, Yifan Guo. <i>ModPhy: System Design for Real-time Modular Sound Synthesis with Physically-Modeled Objects</i>, in Proceedings of the International Computer Music Conference (ICMC), 2023.
Poster	<ul style="list-style-type: none"> • Han Zhang, Mingyong Cheng, Sophia Sun, Lindsey Gu. <i>Learning to Move, Learning to Play, Learning to Animate: a Multimedia Exploration of the More-than-human Intelligence</i>, NeurIPS Creative AI Track, Vancouver, Canada, 2024.

AWARD

Best AI Art Award CVPR2025	2025
<i>Conference on Computer Vision and Pattern Recognition, Institute of Electrical and Electronics Engineers (IEEE) Nashville, Tennessee</i>	
ACM x ISEA2025 Speculative Future Contest Winner	2025
<i>Association for Computing Machinery, Inter-Society for the Electronic Arts, for art/tech/science Seoul, Korea</i>	

TEACHING

UC San Diego, Department of Music	2022 - Present
Instructor	<ul style="list-style-type: none"> • MUS7 - Music, Media, and Technology (with 50 enrollment, undergraduate level)
Teaching Assistance	<ul style="list-style-type: none"> • MUS1C - Music Theory (with 20 enrollment, undergraduate level) • MUS4 - Western Music History (with 50 enrollment, undergraduate level) • MUS9 - Orchestra (with 50 enrollment, undergraduate level) • MUS13 - Worlds of Music (with 50 enrollment, undergraduate level) • MUS15 - Hip Hop Music (with 50 enrollment, undergraduate level) • MUS17 - Popular Music (with 50 enrollment, undergraduate level) • MUS173 - Music Production (with 50 enrollment, undergraduate level) • MUS174 Series - Three-quarter course for Music Production: Recording, Mixing, and Studio Technique (with 30 enrollment, undergraduate level) • COSMOS Program, music technology cluster (2023, 2024)
X-Institute, Shenzhen, China	2024 - Present

Instructor

- Principle advisor for the Music Technology Program (with 15 enrollment, high school level)

APPEARANCE

Performance

- *Corpus Temporum*, Qualcomm Institute, IDEA performance series, San Diego, CA (2026)
- *The Department of Species Servies*, Gray Area Showcase, San Francisco, CA (2026)
- *Loom*, Qualcomm Institute, IDEA performance series, San Diego, CA (2026)
- *碾作土 (Ground into Earth)*, Shanghai Symphony Orchestra, MISA, Fotografiska Shanghai, Shanghai, China (2025)
- *qwom*, Dogstar 2025, Automata, Los Angeles, CA (2025)
- (*<e>*), The DiMenna Center, NYC (2025)
- *0=====*, Centro Mexicano para la Música y las Artes Sonoras(CMMAS), Morelia, Mexico (2025)
- *iii*, Studio Culture, San Diego, CA (2025)
- *The particles we immersed*, Rocky Mountain College of Art + Design, Denver, CO (2025)
- *De-dimension*, Oracle Egg, Los Angeles, CA (2025)
- *Loom - As we Embrace*, Qualcomm Institute, IDEA performance series, San Diego, CA (2025)
- *In the swings that we share*, Project [BLANK], working title series, San Diego, CA (2025)
- *me hiciste falta*, Project [BLANK], Duo Lingua, San Diego, CA (2025)
- *Cycle to Learn*, Future Stage, NYC (2024)
- *me hiciste falta*, libres en el sonido, Duo Lingua, Bogotá, Colombia (2024)
- *Learning to move, learning to play, learning to animate*, Qualcomm Institute, IDEA performance series, San Diego, CA (2024)
- *Tea for Three, Seedback*, UC San Diego, synth ensemble, San Diego, CA (2024)
- *Leave No Trace, for 6 channel electronics and a hiker*, Qualcomm Institute, IDEA performance series, San Diego, CA (2023)

Exhibition

- UAAD, New Art city, Ghosts in the Feedback Loop, *Learning to move, learning to play, learning to animate*, Virtual Exhibition (2025)
- NeurolPS Creative AI, *Learning to move, learning to play, learning to animate*, Vancouver, Canada (2025)
- Computer Vision and Pattern Recognition AI Art Gallery, *Learning to move, learning to play, learning to animate*, Tennessee, USA (2025)
- Plexus Projects, GUI/GOOEY, *Learning to move, learning to play, learning to animate*, Brooklyn (2024)

SERVICE

Studio Tech Team
Music Department, UC San Diego

2023.9 - Present