

JINLAN ZHAO

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EDUCATION

Berklee College of Music
Bachelor of Music in Electronic Production and Design
GPA: 4.00/4.00 | Minor: Creative Coding | Specialization: Sound Design for Video Games

Boston, MA
Sep 2024 – May 2027

PUBLICATIONS & PRESENTATIONS

“Gesture-Driven Digital Audio Effects for Augmented Violin in a Unified Csound Environment”
DAFx 2026 Proceedings — Accepted; presenting at MIT, Sep 2026

“Embedding Live Machine Learning in Csound: Emotion-Driven Harmony via an ONNX-Runtime Opcode”
ICSC 2026 — Accepted

“One Environment, One Chain: Csound’s arduinoRead as a Native Sensor Interface for Performance-Oriented IMU Control”
ICSC 2026 — Accepted

“Symbol X: Six Unbalanced Equations for Solo Violin and Live Electronics”
ICSC 2026 — Accepted (music piece)

RESEARCH & PROJECTS

L-Bow Independent Research, May 2026

- Designed and built a wrist-mounted IMU wearable for acoustic violin, implementing real-time gesture-to-DSP mapping in Csound; sensor placement chosen to minimize performer intrusion while preserving the body-instrument relationship
- Established performer body position as a primary design variable in augmented instrument HCI, demonstrating that gesture can drive live electronic response without disrupting established performance practice

emoChord Independent Research, Jul 2026

- Designed and implemented *emoChord*, a native Csound opcode integrating an ONNX-Runtime ML model for real-time, emotion-driven chord progression generation directly within Csound’s signal processing pipeline

Symbol X: Six Unbalanced Equations for Solo Violin and Live Electronics Personal Project, Jun 2026

- Composed an 11-minute, 6-scene work structured around mathematical symbols, exploring women’s social dilemmas through acoustic performance and live electronics

Within Cells Interlinked Dec 2025

- Designed and performed a 10-channel spatial work in concert; derived all material from a single spoken phrase to construct an expansive ambient environment inspired by *Dune*

EXPERIENCE

Tales of Echo Boston, MA
Director of Music Production May 2024 – Present

- Mixed and produced two commercial records for label Our Journey, managing ~30-track sessions through full post-production

Product Manager, Echorya Jun 2026 – Present

- Owned product strategy and growth for Echorya, an AI-driven music production web platform, scaling active users from tens to 1,500+ within two months of launch
- Led user research and interaction design initiatives to identify usability gaps, translating findings into product improvements that enhanced retention and engagement

SKILLS

Audio & DSP	Csound, Max/MSP, gen~, JUCE, real-time audio processing, Logic Pro, Pro Tools, Ableton Live, iZotope RX
Programming	C, C++, C#, Python, PyTorch, scikit-learn
Interactive Media	Unity, Unreal Engine, Wwise, FMOD, openFrameworks, Arduino, microcontrollers
Music	Violin performance, composition, orchestration, film/game scoring, sound design, mixing
Design	Figma, TouchDesigner, Blender, HTML/CSS, user research, interaction design, wireframing, usability evaluation

AWARDS & SCHOLARSHIPS

First Prize — Boston Music Hackathon	Jun 2026
World Tour Scholarship (merit, awarded every semester)	2024 – 2027
Thrive Scholarship (awarded every semester)	2024 – 2027
First Prize — Korea-China International Music Competition	May 2020