Ruoqi Zhang
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EDUCATION

South China University of Technology Guangzhou, China
Master's Student in Composition (Electronic Music) Sep 2025 - Present
- Admitted through a competitive recommendation-based pathway, with exemption from the National Graduate Entrance Examination.

Dual Bachelor's Degrees in Music Performance and Law Sep 2021 - Jun 2025
GPA: 3.83/4.0
Honors: Three-time University Outstanding Student Award (top 10% of cohort); University Academic Scholarships

SKILLS

Computer Music & Programming: Max/MSP/Jitter · Pure Data · Python /SCAMP
Music Production & Notation: Logic Pro · Cubase · REAPER · Sibelius
Music Understanding & MIR: Music Feature Analysis · Transcription Evaluation · Performance-Technique Recognition
Music Performance: Ruan · Piano

PROFESSIONAL EXPERIENCE

Tencent Music Entertainment (TME) | Kugou Music Aug 2026 - Present
System Testing Intern | Music Content Guangzhou, China
- Evaluated model outputs for triplet quantization in lead-melody transcription, converted aligned rhythmic data into notation with music21 for score-level validation, and iteratively refined the data to improve triplet recognition accuracy.
- Tested and evaluated performance-technique recognition for traditional Chinese instruments, analyzing instrument-specific playing techniques from music data.
- Analyzed musical form, structural sections, and beat-related data to support structured music understanding and downstream applications.

Tencent Jun 2025 - Sep 2025
Music Data Annotation Intern Shenzhen, China
- Annotated and reviewed **1,000+ songs** across multiple musical dimensions, including form, melodic contour, instrumentation, mixing characteristics, and vocal qualities.
- Produced and reviewed structured music-understanding data for structured music understanding and evaluation.

Changsha Symphony Orchestra Jun 2024 - Sep 2024
Score Preparation Intern Changsha, China
- Prepared and proofread orchestral scores and parts for rehearsals and performances.
- Supported rehearsals by resolving score markings and notation-related issues for the conductor and musicians.

SELECTED ACADEMIC & CREATIVE PROJECTS

Stanford University | Center for Computer Research in Music and Acoustics Jul 2026
Summer Workshops in Computer Music & Physical Interaction CCRMA, Stanford
- Designed and built a wearable interactive musical instrument, integrating sensors and electronic components into a sleeve for real-time musical control and performance.
- Developed mappings between physical input and sound parameters using Pure Data, creating a playable interaction system for live performance.
- Created several short computer-assisted musical works with Python and SCAMP, using code to generate and control musical parameters and structures.

《The Interview》 2025 - 2026
Original Musical | Associate Director, Composer, Arranger & Music Producer School of Arts, SCUT
- Served as Associate Director for the university's first student-created original musical, coordinating the year-long production from creative development and rehearsals through final performance.
- Composed, arranged, recorded, and mixed three original songs for the production.
- Coordinated music, performers, rehearsals, and stage presentation through the final public performance.