

WEILU GE

Composer, Director, Intermedia Artist

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Curriculum Vitae

Education

- 2020 InterSchool MFA in Composition&Experimental Sound Practice/Art and Technology/Integrated Media
Mentor: David Rosenboom (Composition & ESP), Tom Leaser (Art and Technology/IM)
California Institute of the Arts, Valencia, CA, USA
- 2017 M.M in Computer Music Composition
Mentor: McGregor Boyle, Geoffrey Wright (Computer Music), David Smooke (Composition)
Peabody Institute of Johns Hopkins University, Baltimore, MD, USA
- 2015 B.A in Music and Media
Mentor: Weiyi Dai (Composition), Martin Supper (Sound Art)
Shanghai Conservatory of Music, Shanghai, China

Additional Study

- 2018 Composition program & Composing with the Archive workshop
Internationales Musikinstitut Darmstadt, Darmstadt, Germany
- 2017 ITP Summer creative coding camp
New York University, New York, USA
- 2016 IRCAM Manifeste Academy/Music critics and Computer Music summer courses
Institut de Recherche et Coordination Acoustique/Musique, Paris, France
- 2016 Interactive Arts Studio
Maryland Institute of the Arts, Baltimore, MD, USA
- 2014 Directing, Script Writing, Cinematography Courses
Shanghai Theatre Academy, Shanghai, China

Award

- 2019 Finalist, Reality Virtually AR/VR Hackathon at the MIT media lab
- 2017 California Institute of the Arts Lillian Disney Merit-based Scholarship (2017-2020)
- 2017 Artist Residency Fellowship, Associate Composer in Atlantic Center for the Arts
- 2015 2nd Prize, 12th MusicAcoustic-BEIJING Electroacoustic Composition Competition

Residencies

- 2017 China Academy of the Arts - Glass studio, HangZhou, China
- 2017 Atlantic Center for the Arts, New Smyrna Beach, FL, USA
- 2017 The Hollows Art Space, New York, NY, USA

Solo Exhibitions

- 2019 *Doppelgänger II* - VR/EEG spatial sound installation
The Wavecave gallery, Valencia, CA, USA

Doppelgänger - immersive/interactive multimedia installation
The Wavecave gallery, Valencia, CA, USA
- 2018 *Alchemy* - multichannel audiovisual installation
The Wavecave gallery, Valencia, CA, USA

Bubble Fiction (2018) - immersive/interactive multimedia installation
The Wavecave gallery, Valencia, CA, USA

Selected Performance

- 2018 *Music for Three Listeners* - for electronics, transducers, 3 boxes and 3 performers
Internationale Ferienkurse für Neue Musik, Germany
- 2018 *Innerhearing* - for piano solo, electronics, spotlight and video
Seoul International Computer Music Festival, Seoul, South Korea
- Untitled monodrama* - for flute solo, electronics and a spotlight
Roy O. Disney Concert Hall, Valencia, CA, USA
- 2017 *Woven* - for actor, pipa, electric bass, drum sets, glass instruments, electronics and visuals
Mercedes-Benz Arena Shanghai of New Art Festival, Shanghai, China (two performance)
DuanJun Theatre of Shanghai International Art Festival, Shanghai, China (two performance)
- Shimmer without Shine* - for electronics, multichannel amplifiers and transducers
Multimedia Theatre in The Walter Museum of Art, Baltimore, MD, USA
- 2016 *Innerhearing* - for piano solo, electronics, spotlight and video
Selected to klingt gut! symposium on sound, Hamburg, Germany
Abrons Arts Center of NYC Electroacoustic Music Festival conference & concerts, New York, USA
Carol A. Carter Recital Hall SEAMUS conference & concert series, Statesboro, GA, USA
- Stop Don't Go There* - for live electronics, interactive boxes and 3 performers
SYNESTHESIA Multimedia Theatre in the Walter Art Museum, Baltimore, MD, USA
- 2015 *Innerhearing* - for piano solo, electronics, spotlight and video
Beijing Electroacoustic Music Festival, Beijing, China
- 2014 *Image* - for Guqin, jaw harp, electronics, and multimedia
New Art Festival, Shanghai, China

Work Experience

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|---|-----------|
| Music School Studio Assistant, California Institute of the Arts | 2017-2019 |
| Assist department faculty & students Maintain and troubleshoot equipment
TA of max/msp/jitter classes | |
| Computer Music Graduate Assistant, Peabody Institute of Johns Hopkins | 2016-2017 |
| Assisted department faculty & students
Maintain and troubleshoot equipment | |
| Teaching Assistant at Shanghai Conservatory of Music | Oct 2017 |
| Assisted teaching interactive media class
Assisted guest foreign speakers while they were on campus | |
| Teaching Assistant at Shanghai Conservatory of Music | May 2015 |
| Assisted teaching sound art and computer music classes
Assisted guest foreign speakers while they were on campus | |
| Private Music Instructor | |
| Given music theory, ear training and piano lessons to students
Prepared high school students for music school entrance exams | 2012-2015 |

Technology Skills

Multimedia programming: Max/MSP, TouchDesigner, Unity3d, Arduino, Processing, Supercollider
Programming language: Python, C#, HTML/CSS, Javascript, Java
DAW's & DSP software: Pro Tools, Ableton Live, Logic, Cubase, Max for Live
Design and Video Editing: Adobe illustrator, Photoshop, Final cut, Adobe Premiere
Classically trained in Piano and Music composition, advanced music theory and orchestration

List of Works:

Doppelgänger II (2019)

- VR/EEG spatial sound installation

Doppelgänger (2019)

- immersive/interactive multimedia installation

For 7 (2018)

- for Undefined 7 ensemble players

Untitled Monodrama (2018)

- for flute solo, electronics and a spotlight

Alchemy (2018)

- multichannel audiovisual installation

Bubble Fiction (2018)

- immersive/interactive multimedia installation

Music for Three Listeners (2018)

- for electronics, transducers, 3 boxes and 3 performers

Woven (2017)

- for actor, pipa, electric bass, drum sets, glass instruments, electronics and visuals

Shimmer without Shine (2017)

- for electronics, multichannel amplifiers and transducers

Construction I (2017)

- sound collage

City hearing (2016)

- fixed media

Stop Don't Go There (2016)

- for live electronics, interactive boxes and 3 performers

Innerhearing (2015)

- for piano solo, electronics and video

Image (2014)

- for Guqin, jaw harp, electronics and multimedia