

Mingjun Yang

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Education

- **Savannah College of Art and Design (SCAD) | Savannah, GA, USA**
M.F.A. in Sound Design, GPA: 4.0/4.0 | Expected Mar 2027
- **Communication University of Shanxi (CUSX) | Taiyuan, Shanxi, China**
B.F.A. in Recording Art, GPA: 3.4/4.0 | Sep 2019 – Jul 2023

Research Trajectory

- **Foundations:** Multichannel sound composition exploring self-recognition, spatial perception, and the relationship between physical action and interpretation.
- **Current Focus:** Investigating self-observation and listener agency through embodied listening, real-time sensor interaction, and participatory spatial sound environments.
- **Future Directions:** Participatory sound environments exploring preset structures and individual agency, work-life spatial boundaries, material limits of sonic identity, perceptual scale in VR, and moments of restraint within power relations.

Teaching Experience

Teaching Assistant | Sound Art (Instructor: Fitz Patton)

Savannah College of Art and Design (SCAD) | Savannah, GA | Mar 2026 – Present

- **Presentations:**
“Artistic Dialogue: Something, Happening...” – A case study of *Clinamen*
“One Potential of Sound Art: The Airport” – Spatial sound and public transit
- **Technical & Instructional Support:**
Designed, cabled, and deployed a 10-channel discrete spatial sound system, managing multichannel audio interface routing (MOTU), amplifier stack staging and spatial speaker calibration for classroom sound art installations;
Troubleshoot hardware signal routing and logic for motion-activated audio system;
Demonstrated multichannel spatial audio and interactive systems while mentoring student projects.

Selected Solo Projects

Sound Art

- ***YOURSELF... it simply is, 2026*** – Interactive sound installation (**MFA thesis, In progress**)
Maps single-visitor physical movement and stillness to spatial audio dynamics (Being, Thought, Becoming), facilitating continuous self-observation. Utilizes a SparkFun SAMD21 microcontroller processing infrared and distance sensor arrays (AK9753, VL53L4CD) to translate micro-movements into real-time MIDI spatial parameters.
- ***Outward In, 2025*** – Spatial sound installation
Utilizes spatial sound to construct an immersive, receptive acoustic environment, investigating how ocean-inspired soundscapes generate meditative cognitive spaces for wandering thought and internal contemplation.

- ***Passing Through, 2025–2026*** – Interactive spatial sound installation
Reconstructs an abstract airport environment through a path-responsive, binaurally rendered spatial audio, investigating sound's capacity to act as an invisible acoustic companion within transit spaces.
- ***Calling for Visibility, 2026*** – Interactive sound installation (**In progress**)
Personifies an obsolete phone booth to investigate media obsolescence, utility, and social anxiety in the digital age. Applies sensors and floor-attached contact mic to convolve footsteps with real-time impulse responses, modulating internal synthesis and outward acoustics.
- ***MYSELF, 2023*** – Conceptual spatial layout for a 13-channel sound installation
Explores how layered timbres and trajectory movement give audible form to self-recognition and personal transformation.

Virtual Instrument Design

- ***Explosion, 2025*** – Kontakt virtual instrument
Designed a virtual instrument that enables independent control and recombination of explosion sound layers.
- ***OUTRUN MYSELF, 2023*** – Interactive instrument in Max/MSP
Designed a modular instrument for audiovisual performance, enabling performers to shape rhythm, timbre, and texture in real time.

Selected Collaborative Projects

- ***Great Dinner, 2025*** – Object and space sonification
Designed spatialized sonic textures and acoustic presence for physical objects in a collaborative installation utilizing a 10-channel iPhone playback network.
- ***Every Step Closer, 2025*** – 10-channel motion-activated interactive sound installation
Architected and implemented the interactive sound schema, translating physical audience trajectory into spatial acoustic transformations through motion sensors.
- ***Walking the Pages, 2025*** – Sound art for a collaborative gallery project
Independently composed a sonic interpretation of an Edward Gorey illustration for a collaborative gallery presentation.
- ***Intelligent Cockpit, 2025*** – In-vehicle acoustic interface design
Designed multi-modal auditory feedback systems for electric vehicle states, including charging cues, driving mode transitions, and system notifications.

Selected Exhibitions & Presentations & Awards

- **3rd Spaceout International Ambisonics Festival | 2026 (upcoming)**
University of Michigan · Ann Arbor, Michigan, Brehm Technology Suite
Work: *Passing Through* — Inviso Session (Interactive Spatial Audio, Binaural Ambisonics)
- **2nd International Youth Film and Music Creative Exhibition | 2023**
Denny Awards · Denver International Festival of Arts & Technology (DIFAT)
Communication University of China (CUC)
Works: *MYSELF* (stereo version) & *OUTRUN MYSELF*
- **Outstanding Shortlist Works Award | 2023**
5th Denny Awards International Electronic Music Competition
Works: *MYSELF* & *OUTRUN MYSELF*

Technical Skills

- **Interactive & Physical Computing:** Microcontroller prototyping (Arduino, SparkFun SAMD21, MIDI), infrared & distance sensing, system integration.
- **Spatial Audio & Sound Synthesis:** Multichannel spatialization, impulse response convolution, audio signal routing, field recording, custom instrument design (Kontakt, Max/MSP).
- **Software & DAWs:** Digital Performer, REAPER, Ableton Live, Pro Tools, QLab.

Selected Professional Experience

TANK Shanghai | Shanghai China

Exhibition Audio Technical Consultant | Oct 2023 – Jan 2024

- Directed technical audio planning and hardware installation for contemporary exhibitions and live performances.
- Coordinated cross-departmental logistics and managed audio post-production for exhibition archives.

Shanghai Bilibili Technology Co., Ltd. | Shanghai, China

Sound Engineer | Oct 2022 – Jan 2023

- Recorded and evaluated speech datasets for AI voice products.
- Performed audio quality control and timbral adjustments to meet production specifications.
- Collaborated with the production team to maintain consistency across recordings and datasets.

Shanghai Saiwav Music Co., Ltd. | Shanghai, China

Recording Engineer | Aug 2021 – Jan 2022

- Recorded, edited, and restored vocal and instrumental audio.
- Assisted with studio session preparation and audio post-production.

Professional Activities

- **LiveVideoStack Audio and Video Technology Conference | Beijing & Shanghai | 2023**
Audio Technical Operations
Coordinated technical speaker sessions, audio-visual presentation infrastructure, and live system operations.

Memberships & Certifications

- **Society for Electro-Acoustic Music in the United States (SEAMUS)** | Student Member
- **Audio Engineering Society (AES)** | Student Member
- **China Association of Recording Engineers (CARE)** | Member
- **China Association of Recording Engineers (CARE)** | Junior Recording Engineer

Languages

- **Mandarin Chinese** | Native
- **English** | Professional Working Proficiency