

YIQING GU (Gina)

Gender: Female • Nationality: China

Address: No.29 Lane.611 Yuyuan Rd, Shanghai, China 200040

Phone: +86-13917474149 • Date of Birth: 12/11/81

Music Website: <http://ccrma.stanford.edu/~gina/sound/>

E-Mail: gina@ccrma.stanford.edu



Objective

To obtain a position in the field of music and sound production for film, television, animation and video games. I'm also interested in all sound production related careers.

Experience

Music Intern at Sony Computer Entertainment America (SCEA) PD Music Department [2008-2009]

My responsibility including music editing, composition, style guide, database management and assistant music supervisor and manager in music production and development in several game projects. I can also compose music of various styles. Either orchestra based epic theme, ethnical melody, rock or techo electronic music.

Projects including: SOCOM Confrontation, God of War, Flowers, Infamous, MLB, etc.

Member of US Society of Composers and Lyricists (SCL) [2007-2009]

Actively engaged in sound and music production for film, television and video games in North America.

Projects including: Tudor Season 3 – Assistant Intern – Remote Control (Trevor Morris & Hans Zimmer Studio)
Sketch Series – Music composition and supervisor – A Finish short comedy TV program
Composer assistant and additional orchestrator – Summit Songs Music Group, LLC.

Member of US Audio Engineering Society (AES) [2007-2009]

Actively engaged in the composition of contemporary electronic music as well as exploring the use of traditional instruments both in performing with computers and as objects of synthesis.

Projects including: SLOrk – Stanford Laptop Orchestra – coding, composition and laptop performance
Telematic – real time performing via internet between Princeton, Stanford & UCSD
MoPhOrC – Experimental ensemble concert featuring music performed on mobile phones

Sound Designer at KONAMI Software Shanghai, Inc. [2004-2007]

My responsibility including: sound mixing, recording, SFX sound effects designing, player interface scoring, MIDI note tracking, translating as well as debugging sound problems.

Projects including: 寂静岭 4 Silent Hill 4 The Room (Surround Mixing)
伊苏Ys-The Ark Of Napishtim、宇宙巡航舰 Gradius & Parodius Portable (Sound Design)
幻想水浒传Genso Suikoden I&II、恶魔城Castlevania Curse of Darkness (Sound Design)
实况足球Wining Eleven 8 & 9 International – (Recording & Sound Design)
Pop'n Music Series 10-13、Beatmania IIDX 9-10th style、GuitarFreaks & DrumMania Series:
V1&V2、Masterpiece Silver Gold & Platinum、Dance Dance Revolution(DDR)SuperNOVA
(Final Mixing, Player MIDI Score Design & synchronizing)



Education

Master of Arts in Music Science and Technology at Stanford University Center for Computer Research in Music and Acoustics (CCRMA)

[2007-2009]

Coursework includes Advanced Recording Technology, Computer Generated Sound, Sound Design, Compositional Algorithms, Psychoacoustics, and Spatial Processing, Sound and Image, Composition and Performance of Instrumental Music with Electronics. Also actively engaged in Composing, coding, and performance in various concerts around Stanford and Bay Area.

Concert including: SLOrk - Stanford Laptop Orchestra Concert with Beijing University
coding and performance via Chuck on Laptop -
North by Northwest Concert - Bass flute & toy piano play

[sic] The Stanford Improvisation Collective -
Improvisation and composition with Xiao and all things that can make various sounds
Harpsichord Studio Recital, Stanford University - Harpsichord play

SoundWIRE Ensemble, Stanford University Fall Concert
- Computer music composition and performance
Black stage's Production of the Wiz & Stanford Flute Ensemble Concert - Flute play

Bachelor of Engineering in Industrial Design Shanghai Jiao Tong University School of Media & Design [2000-2004]

Coursework includes Sketching, Coloring, Computer Aided Design, Photography, Display Design and Visual Effects Design. Participate in various Concerts with Shanghai Jiao Tong University Symphonic Brass Orchestra in Shanghai Grand Theatre, Swiss, Netherlands and Germany.

Prize including: 1st Prize in The 14th World Music Contest(WMC.2001) in Kerkrade, Netherland
1st Prize in Jungfrau Music Festival in Interlaken in Swiss

Personal Skills

Language:

English (TOEFL/GRE), Japanese (JLPT Level2), Chinese (Native)

Software skills:

Familiar with various sound production and visual graphic design software such as : ProTools, Logic Studio, Cubase, Sonar, Sound Forge, Fmod, Screamin, Photoshop, After Effects, Final Cut Pro, Core Draw, Painter, etc.

Music Instrument:

Professional with piano and flute, also skilled at clarinet, accordion, harpsichord, harmonica and various Chinese traditional instrument such as bamboo flute, Xiao flute, er-hu, xun,etc.

Other Skills:

Proficient with Gong-bi Painting, a traditional technique in Chinese painting, which uses highly detailed brush strokes that delimits details very precisely and without independent or expressive variation.

Also skilled in Calligraphy, Seal cutting and chess playing.