

Qianshu Guo

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EDUCATION

Master of Music in Music Technology

Sept 2025 – May 2027

New York University (NYU), Steinhardt

New York, NY

- GPA: 3.82/4.00
- Relevant Coursework: Programming in Python, C++, and Java; Data Structures; Music Information Retrieval; Machine Learning; Game Audio; Mixing and Mastering; Immersive Audio

Bachelor of Music in Music for New Media

Sept 2021 – May 2025

Johns Hopkins University, Peabody Institute

Baltimore, MD

- GPA: 3.93/4.00
- Focus: Film/Game Scoring, Music Production, Sound Design, Jazz Piano, Recording Arts, Conducting

PROFESSIONAL EXPERIENCE

Music Production Intern

May 2026 – Present

Hunan Satellite TV (Mango TV), Singer 2026 Music Team

Changsha, China

- Coordinated lyrics, copyright records, musician schedules, and music requirements across the live band, directing, and technical teams during rehearsals and live broadcasts
- Supported rehearsals for visiting musicians and performance transitions, coordinating schedules, reception, and on-site communication
- Worked with performers and the audio team on in-ear monitor routing and monitor-mix adjustments

Composer & Sound Designer

Sept 2024 – Jan 2025

Hangzhou Xihe Culture & Technology Co., Ltd

Hangzhou, China

- Composed original music and sound effects for 12 children's picture books including *My Mom*, *The Runaway Bunny*, and *A Seed's Journey*, generating more than 100,000 plays and leading to additional commissions
- Created opening, award-ceremony, and performance music for the Zhejiang stage of the 2024 Brilliant Future children's storytelling competition

AI Research Intern

Jun 2024 – Aug 2024

Hangzhou Xuanye Digital Technology Co., Ltd

Hangzhou, China

- Benchmarked major AI music products across publicly documented model approaches, generation capabilities, pricing, licensing, and target use cases; delivered a comparative report supporting product planning
- Recorded audio for the mini-program drama *The Magnolia Chronicles* and assisted with session materials
- Composed original music for three acts of *The Magnolia Chronicles*, incorporating elements of Chinese traditional Nuo opera

Recording Assistant & Engineer

Aug 2022 – Jun 2023

Johns Hopkins University, Peabody Institute

Baltimore, MD

- Recorded opera, jazz, concerto, and choral performances—including *Cendrillon*—using Neve consoles; supported microphone placement, signal routing, session monitoring, and documentation
- Edited and mixed recorded sessions in Pro Tools and Pyramix; completed recordings were retained in the institute's archive

SELECTED PROJECTS

Audio-Text Cross-Modal Retrieval Robustness Analysis

Mar 2026 – May 2026

New York University

New York, NY

- Built an evaluation pipeline for 500 ten-second AudioCaps clips, applying high-/low-pass filtering, 10 dB SNR noise, and three-semitone pitch shifts before extracting pretrained LAION-CLAP embeddings
- Evaluated R@1, R@5, R@10, and median rank; high-pass filtering and pitch shifting produced an approximately 35% relative decrease in R@1, while low-pass filtering had minimal impact

Beat Tracking Evaluation & Sonification

Apr 2026 – May 2026

New York University

New York, NY

- Implemented and compared spectral-flux, tempogram, and PLP-based deep-learning beat-tracking pipelines on GTZAN, evaluating F-measure across genre and tempo groups
- Generated click-track sonifications of predicted and reference beats for perceptual validation and systematic error analysis

MIDI–Chord Alignment & Evaluation Framework

Feb 2026 – Mar 2026

New York University

New York, NY

- Developed beat-synchronous temporal alignment and chord-label normalization between MIDI-derived references and CREMA predictions
- Implemented exact, inversion-invariant, and triad-level accuracy metrics for comparison across label vocabularies and temporal resolutions

Capstone Project – Composer, Producer & Music Director

Jan 2025 – Mar 2025

Johns Hopkins University, Peabody Institute

Baltimore, MD

- Wrote, arranged, recorded, edited, mixed, and mastered three original pop singles—*Milk Coffee*, *Pear Blossom Rain*, and *Hollow Shell*—to release-ready standards
- Composed three original film cues and collaborated closely with the director on audiovisual development
- Commissioned by Hangzhou Jianlian Middle School to compose *Dreamers*, the theme song for its Home-School Co-Education Smart Parenting Program
- *Dreamers* and *Hollow Shell* were selected for the institute’s Outstanding Graduation Works Exhibition

Music Composition & Score Preparation

Aug 2023 – Mar 2024

Johns Hopkins University, Peabody Institute

Baltimore, MD

- Composed *Glimmers* and *Confronting the Masked*, both performed publicly by the Peabody Symphony Orchestra
- Composed *String Quartet in F* for ETHEL; the work was performed in an institute concert
- Prepared, printed, and bound scores and parts for all ensemble projects

Game Audio Design

Sept 2022 – Dec 2022

Johns Hopkins University, Peabody Institute

Baltimore, MD

- Designed sound effects, ambience, and original music for interactive game scenes
- Implemented event-driven audio across separate Unity- and Wwise-based projects
- Built audio triggers, scene configurations, and interactive logic for consistent integration
- Established audio naming conventions and asset-management practices to support team collaboration

HONORS & FEATURES

Scholarships – JHU Peabody Institute

Oct 2022

- John and Eileen Hanex Memorial Scholarship
- Richard Franko Goldman Memorial Scholarship

Composer Profile – Shoutout LA

Oct 2024

- Featured in a composer profile published by Shoutout LA

SKILLS

- **Music Production:** Logic Pro, Cubase, Ableton Live, Pro Tools, Sibelius, Pyramix, Neve consoles
- **Game Audio:** Wwise, Unity, Unreal Engine
- **Programming & ML:** Python, C, C++, Java; PyTorch, TensorFlow, Keras
- **Languages:** Chinese (native), English (fluent), Korean (basic)
- **Instruments:** Jazz Piano, Acoustic Guitar, Electric Guitar