SILAS WANG

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EDUCATION

New York University   **New York, NY**
Bachelor & Masters in Music, Music Technology   Aug 2023 – May 2028
- GPA: 3.813; Coursework concentrates in Computer Science, Electronics, and Music Technology

EXPERIENCE

Computer Technician   **Jul 2025 – Present**
NYU Jay Street Media Commons   *Brookyln, NY*
- Troubleshooting multimedia production computers and utilized scalable systems for deploying solutions
- Created and documented processes for solving computer-related issues.

8th Floor Studio Technician   **Mar 2025 – Present**
NYU Steinhardt   *Manhattan, NY*
- Conducted A/V maintenance for recording studios and classrooms. Diagnosed and repaired audio equipment
- Assisted faculty and students with using classroom and studio audio equipment.
- Patch bay testing, speaker calibration, cable soldering, audio equipment troubleshooting.

GenAudio AI Club Media Coordinator   **Mar 2025 – Present**
NYU Steinhardt   *New York, NY*
- Cultivated an environment encouraging students from all disciplines to engage with the intersection of AI and Music Technology.

MTech Invasion Planning Committee   **Sep 2023 – Present**
NYU Steinhardt - Music Technology   *New York, NY*
- Supervised the planning of six concerts each highlighting 10 Music Technology student artists.
- Managed and directed artist and volunteer relations, oversaw digital promotion and marketing
- Liaison between NYU administration, artists, volunteers, and catering

PROJECTS

Sick Delay   **Dec 2024 – Present**
VST Plugin
- Independently developing a VST delay plugin (UI and DSP) using JUCE and C++
- Using OOP and DSP algorithms for novel features such as delay tap offset and half buttons

Gaming Handheld MIDI Controller   **Aug 2025 – Present**
Teensy 4.1 Microcontroller Project
- Creating and fabricating a handheld gaming controller that transmits HID and MIDI-CC to simulatneously control music software and video games.

2D Motion MIDI Controller   **Sep 2024 – Present**
Teensy 4.1 Microcontroller Project
- Built a 2-D motion simulation enabling users to transmit MIDI CC and CV based on the position and direction of a triangle on a TFT display.

Slew-Limiter Tremolo   **Sep 2024 – Present**
Electronics Project
- Developed a vactrol-based tremolo effect on a breadboard using a slew limiter to adjust the LFO shape.

Audio-for-Video Sound Re-Designs   **Sep 2024 – Dec 2024**
Group Sound Design Projects
- Recorded foley and dialog. Designed backgrounds and Hard FX for *Arcane* & *Ready Player One* clips.

SKILLS

Programming & Electronics: Java, C, C++, JUCE, Arduino, Microcontrollers, typst, LaTeX
Music Technology: Pianist, Logic, Ableton, Bitwig, ProTools, VCV Rack, Sound Design
Project Management: Graphic Design, DaVinci Resolve, Google Office Suite