

Shuoyang Zheng (Jasper) BSc(Hons), MSc, AFHEA

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CV - Jan 2026
London, UK
Email: shuoyang.zheng@qmul.ac.uk

My research has a focus on Explainable AI, Music and AI, Human-Computer Interaction, Creative Computing, and Software Engineering.

EDUCATION

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| Queen Mary University of London <i>PhD in Artificial Intelligence and Music Technology</i> Topic: Explainability of Neural Audio Synthesis, Supervisor: Dr. Anna Xambó Sedó and Prof. Nick Bryan-Kinns | London, UK Sep. 2023 - Present |
| University of the Arts London - Creative Computing Institute <i>MSc Computing and Creative Industry (Distinction)</i> | London, UK Sep. 2021 - Dec. 2022 |
| University of Liverpool <i>BSc (Hons) Computer Science (First Class)</i> | Liverpool, UK Sep. 2018 - July. 2021 |

EXPERIENCE

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| UAL Creative Computing Institute <i>Module Leader</i> • Module: (2024/25, 2025/26) [BSc (Hons) level-4] <i>Mathematics and Statistics for Data Science</i> - Duties: preparation, delivery, assessment. | London, UK Jan. 2023 - Jan. 2026 |
| <i>Associate Lecturer</i> • Module: (2022/23, 2023/24, 2024/25) [MSc level-7] <i>Exploring Machine Intelligence</i> - Duties: preparation, delivery, assessment. • Short course: (2022, 2023) [MA/MSc level-7] <i>C++ Programming</i> (a three-week short course) - Duties: preparation, delivery. | |
| <i>Guest Lecturer</i> • Module: (2024/25) [MSc level-7] <i>Artificial Intelligence and Machine Learning</i> - Duties: preparation and delivery. • Module: (2024/25) [BSc (Hons) level-4] <i>Digital Systems</i> - Duties: preparation and delivery. • Module: (2022/23) [MSc level-7] <i>Critical Studies: Computational Thinking</i> - Duties: preparation and delivery. | |
| Research Fellowship - Xi'an Jiaotong-Liverpool University <i>Research Assistant</i> Duties: Conducting <i>user-centred research</i> in wearable technology and e-textiles, developing prototypes. | Suzhou, China May. 2018 - Jan. 2019 |

JOURNAL PUBLICATION

- **S.J. Zheng**, N. Bryan-Kinn, A. Xambó Sedó, *Gestural Affordances in AI Audio Latent Space*. Frontiers in Computer Science, Sep. 2025. [pdf]

CONFERENCE PROCEEDINGS

- N. Bryan-Kinns, **S. Zheng**, F. Castro, M. Lewis, JR. Chang, G. Viglienconi, T. Broad, M. Clemens, E. Wilson, *XAIxArts Manifesto: Explainable AI for the Arts*. In EA of the CHI Conference on Human Factors in Computing Systems (CHI EA '25). Japan, Apr. 2025. [pdf]
- C. Saitis, BM. Del Sette, J. Shier, H. Tian, **S. Zheng**, S. Skach, CN. Reed, C. Ford, *Timbre Tools: Ethnographic Perspectives on Timbre and Sonic Cultures in Hackathon Designs*. In Proceedings of the 19th ACM International Audio Mostly Conference (AM), Italy, Sep. 2024. [pdf]
- **S. Zheng**, BM. Del Sette, C. Saitis, A. Xambó, N. Bryan-Kinns, *Building sketch-to-sound mapping with unsupervised feature extraction and interactive machine learning*. In Proceedings of the International Conference on New Interfaces for Musical Expression (NIME), Utrecht, Netherlands, Sep. 2024. [pdf]

SELECTED TALKS AND EXHIBITIONS

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| • Sónar+D 2025, Project Area (Project Exhibition). | June. 2025, Barcelona, Spain |
| • IRCAM Forum Workshops 2025 (Talk). | Mar. 2025, Paris, France |
| • Queen Mary Music Festival 2025 (Guest Performance). | Mar. 2025, London, UK |

ORGANISED CONFERENCES AND WORKSHOPS

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| • Publicity Chair , the 18th ACM Conference on Creativity & Cognition (C&C '26) | Jun. 2026, London, UK |
| • Volunteer Coordinator , 2025 AES International Conference on AI and ML for Audio | Sep. 2025, London, UK |
| • Undergraduate Research Chair , the 17th ACM Conference on Creativity & Cognition (C&C '25) | Jun. 2025, Online |
| • Facilitator , Responsible AI and Music Workshop [EP/Y009800/1] at UAL Creative Computing Institute | Jul. 2024, London, UK |
| • Organising Committee , the 2nd International Workshop on Explainable AI for the Arts at C&C '24 | Jun. 2024, Chicago, IL, USA |
| • Staff Member , the 1st AHRC Sensing the Forest Summer School [AH/X011585/1] | Jun. 2024, Surrey, UK |
| • Organising Team , Workshop on Marginalized Music Genres and AI Music Generation at Central Conservatory of Music, China | Feb. 2024, Beijing, China |

WORKSHOP PAPERS / DEMOS

- H. Tian, **S. Zheng**, S. Lattner, M. Lagrange, C. Saitis, *Agentic Max/MSP Programming with LLMs and MCP*. In Extended Abstracts for the Late-Breaking Demo Session of the 26th Int. Society for Music Information Retrieval Conf (ISMIR)., Daejeon, South Korea, 2025 [pdf].
- C. Saitis, BM. Del Sette, J. Shier, H. Tian, **S. Zheng**, S. Skach, CN. Reed, C. Ford, *Ethnographic Exploration of Timbre in Hackathon Designs*. CHIME Annual Music and HCI Conference 2024. Milton Keynes, UK, Dec. 2024
- N. Bryan-Kinns, C. Ford, **S. Zheng**, H. Kennedy, A. Chamberlain, M. Lewis, D. Hemment, Z. Li, Q. Wu, L. Xiao, G. Xia, J. Rezwana, M. Clemens, and G. Vigliensoni. *Explainable AI for the Arts 2 - XAIxArts2*. In Proceedings of the 16th ACM Conference on Creativity and Cognition (C&C) Chicago, IL, USA, Jun. 2024. [pdf]
- **S. Zheng**, A. Xambó, N. Bryan-Kinns, *A mapping strategy for interacting with latent audio synthesis using artistic materials*. In Proceedings of Explainable AI for the Arts Workshop 2024 (XAIxArts 2024). Chicago, IL, USA, Jun. 2024 [pdf]
- **S. Zheng**, M. Grierson, (2023) *StyleGAN-Canvas: Augmenting StyleGAN3 for real-time human-AI co-creation*. In Joint Proceedings of the ACM Intelligent User Interfaces Workshop (IUI), Sydney, Australia, Mar. 2023. [pdf]

EDITORSHIPS

- N. Bryan-Kinns, C. Ford, **S. Zheng**, et al. (Eds.) (2024). Proceedings of The second international workshop on eXplainable AI for the Arts (XAIxArts). arXiv:2406.14485. [online]

REVIEWING

- [2024, 2025] (PC member) International Workshop on Explainable AI for the Arts.
- [2025] (PC member) AES International Conference on AI and ML for Audio.
- [2025] (Guest reviewer) International Journal of Performance Arts and Digital Media.

MEMBERSHIPS AND CERTIFICATES

- Associate Fellowship of the Higher Education Academy (AFHEA), UK - Ref: PR316557.

SUPERVISION (AS PRIMARY SUPERVISOR)

- **MSc Research Supervisor**, Postgraduate thesis supervision: 16 in total (6 in 2022/23; 4 in 2023/24; 6 in 2024/25)
- **MA Project Supervisor**, Postgraduate thesis supervision: 1 in total (1 in 2023/24)

FUNDING AND SCHOLARSHIPS

- PhD studentship from the UKRI Centre for Doctoral Training in Artificial Intelligence and Music [EP/S022694/1], 2023 - 2028.

AWARDS

- **World Finalists - RESHAPE 18 | SENSING MATERIALITIES** **Barcelona, Spain**
Entered the top 10 world finalists of [RESHAPE 18 product design category](#). Oct. 2018
- **IT Category Winner - Summer Undergraduate Research Fellowship (SURF) programme** **Suzhou, China**
Awarded the 1st prize in the information technology category with a research project on smart textiles. Aug. 2018

THESIS

- **Real-time Interface for Human-AI Interaction - Masters Thesis** **London, UK**
Developed a high performance framework for real-time image generative AI, aims to facilitate the human-AI image co-creative applications. Supervised by Prof. Mick Grierson. May - Dec. 2022

- **Sending and Receiving Data using Audible Sound - Undergraduate Thesis** **Liverpool, UK**
Developed a data-over-sound protocol for low power IoT systems using techniques in digital signal processing. Supervised by Dr. Thomas Carroll. Oct. 2020 - May. 2021

SKILLS

- **Frameworks**
 - PyTorch** (6 years' experience, 3 years' teaching experience)
 - LibTorch** (2 years' experience)
 - JAX** (1 years' experience)
 - Web Development** (5 year's experience, [web portfolio](#)) - Django, Flask, Socket.IO, WebSocket.
 - 3D Maths/Geometry Game Engines** - Unity, p5.js, three.js

Languages

Python (6 years' experience) - statistics, machine learning, deep learning for audio

C++ (4 years' experience, 2 years' teaching experience) - digital signal processing

Front-End Development (7 years' experience) - Javascript, Vue.js

iOS Development - Swift and Objective-C - [portfolio >>](#)

Linux command line

Sound&Music

DAWs - Ableton Live, Logic Pro

Audio Programming (3 years' experience) - MaxMSP

Sound Engineering (5 years' amateur-level experience) - studio recording, sound design and synthesis

Music Composition and Production - [SoundCloud portfolio >>](#)

Other Creative Tools

Microcontrollers for Physical Computing - Arduino, ESP32

Cinema 4D & Octane Render - (portfolio on request)

Adobe Creative Suite - graphic design (portfolio on request)

Photography (self-taught) - camera skills (still and moving), lighting, and digital post-production (portfolio on request)