SHU XU

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EDUCATION

Brown University | Providence, RI | *Class of 2027*
Intended Major: Computer Science, Music
Relevant Courses**:** Deep Learning, Machine Learning, Self Supervised Learning and World Models, Distributed Systems, Computer Networks, Software Engineering, Embedded Software, Operating Systems, Sound Synthesis.

Berklee College of Music | Online
Relevant Courses**:** Composing and Producing Electronic Music 1, Composing and Producing Electronic Music 2, Ableton Live Fundamentals, and Introduction to Procedural Music Software with Max.

TECHNICAL EXPERIENCE

SUNO | *Full Stack & Mobile Developer* May 2025 – Aug 2026

- **Won first place in company-wide hackathon** (2025) with a live performance tool combining real-time play and stem-conditioned loop generation. Led its development into a product **shipped to alpha users** (2026). Built out the tool **end to end**: owning design, web and iOS prototypes, Web Audio DSP, backend endpoints, and user interviews.
- Web: Rebuilt the suno.com homepage and user library, serving millions of monthly users; built the **sample-pack generation** API endpoint.
- IOS: Built the **mobile song-creation flow** for Suno's World Cup event, plus backend CMS endpoints for dynamic event creation and configuration.
- Growth: Designed and shipped a contextual upsell driving 15% of monthly revenue; lifted subscription conversion 3% in A/B testing.

PALM Lab | *Researcher* Sep 2024 – Dec 2024

- Working under Professor Chen Sun (Brown CS) and Chris Donahue (CMU CS) to explore generative music models.
- Contributed to extending music theory embeddings to language modality in text-to-music models, allowing users to have more fine-tuned control over generated audio by prompting with music theory concepts.

HackMIT | *Full Stack Developer* Sep 2024

- **Best Musical Hack award**: created MITI, a real-time collaborative AI audio workstation.
- Built frontend with Next.js, React, and Tailwind CSS. Integrated generative instrumentals with audio feature extraction using Suno API and fluent-ffmpeg. Designed the MITI product and presentation using Figma.

Computer Music Synthesis Research Program | *Programmer, Researcher* June 2022 - August 2022

- Studied algorithmic composition via the Nyquist IDE software under Roger B. Dannenberg (CMU CS).
- Created the Image-Based Granular Synthesizer. Received the Music Technology Award at Intl. Electronic Music Competition 2022.

USA Computing Olympiad | *Competitive Programmer* December 2020 - December 2022

- Platinum division (top 0.034 of all participants as of December 2022).

MUSIC EXPERIENCE

Brown Organization of Producers & Songwriters | *Leader* August 2024 – April 2025

- Leading a group of 90 student music producers. Organized production sessions and industry panels.

Computer Music Teaching Assistant | *Teaching Assistant* August 2024 – Dec 2024

- Teaching Assistant for MUSC 0200: Computers and Music. Taught DAW techniques, sampling, and synthesis.

International Electronic Music Competition (IEMC) | *Producer* July 2020 - December 2022

- 1st and 2nd place, Junior Division, 2021.
- Finalist for Best Creative Award, All-Ages Division, 2020

Independent Musician | *Producer* August 2021 - May 2023

- Released 50+ original tracks on SoundCloud and NetEase Cloud Music (Chinese music platform).
- Published 30+ multimedia music videos on WeChat Channels and gained more than 70 thousand plays.

SKILLS

Technical: C++, Python, Java, Pytorch, Next.js, React, React Native, Docker, Vite, Typescript, Javascript, Django, SQL
Creative: Ableton, FL Studio, Logic Pro, Max/MSP, JUCE, SuperCollider, Final Cut Pro, Figma, Adobe Illustrator