



Daniel Tsui

researcher & coder & hardware designer & computer consultant & musician

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Education **University of British Columbia, School of Music, Vancouver, B.C.** **ongoing**

Master of Music, Major in Orchestral Instrument (Violin Performance)

Bachelor of Computer Science

Student

University of British Columbia, School of Music, Vancouver, B.C. **2015 – 2019**

BMus, Bachelor of Music, Major in Orchestral Instrument (Violin Performance)

AMT, Minor in Applied Music Technology, specializing in sensor systems including on-body and infrared tracking

Graduated

Research Interests Sensors for human interactivity, Custom electronics installations, 3D printing, circuit design, Digital Interactive Music, Electroacoustic Music, wireless audio systems for performances and services

Special Skills Advanced knowledge in Max/MSP, C, C++, and Java coding languages

Proficient in design/CAD applications such as Fusion 360, EasyEDA

Advanced knowledge in 3D printers, 3D printing and repairs

Advanced skills in integration and troubleshooting on both hardware and software of all kinds

Proficient in general use systems and applications such as Microsoft Windows, Apple macOS, Apple iOS, Android, Microsoft Office Suite, Adobe Creative Suite, Final Cut Pro

Fluent in English, Cantonese, Mandarin, and Taiwanese

Work Experience	Ecdysis , Vancouver, BC, Emmalena Fredriksson and Synapses , Vancouver, BC, Dr. Robert Pritchard	2020
	<ul style="list-style-type: none"> Responsible for software development/performance of the light spine incorporating RUBS hardware for wireless control. Enabled light to be responsive from multiple sources (sound & sensor data) with the ability to map theatrical lighting values to the spine. 	
	RUBS (Responsive User Body Suits) , Vancouver, BC, Dr. Robert Pritchard	2020
	<ul style="list-style-type: none"> Responsible for new, upgraded custom circuit board designs with the inclusion of lighting capabilities, software development including transition to wirelessly controlled ESP32 based boards. 	
	FoToGesAAV (Force, Touch, Gesturally Activated Augmented Violin) , Vancouver, BC, Daniel Tsui	2019
	<ul style="list-style-type: none"> Responsible for 3D printing, circuit design, software development, and performances with the instrument. 	
	Research Assistant , UBC School of Music (Music Technology)	2019 – present
	Studio Technician , UBC School of Music (Music Technology)	2020 – present
	Teaching Assistant , UBC School of Music (Music Technology)	2020 – present
	Computer Technician , Tsui Studio	2007 – present
Violin Teacher , Tsui Studio	2012 – present	
Program Assistant , UBC School of Music (Music Technology)	2019 – 2020	
Assistant Computer Technician , VanTech	2008 – 2019	
Performance Activities	Violinist of Willingdon Symphony Orchestra (2008 – present)	2008 - present
	Concertmaster of University of British Columbia Symphony Orchestra	2019 – 2020
	Violinist of University of British Columbia Symphony Orchestra	2015 - 2019
	Concertmaster of Willingdon Fine Arts Academy Orchestra	2008 – 2018
	Concertmaster of Moscrop Secondary Symphony Orchestra	2011 – 2015
	Concertmaster of Vancouver Youth Symphony Orchestra Senior	2011 - 2015

Awards	Jacobus and Frances Jutte Memorial Scholarship	2018
	Norah Mansell Music Scholarship	2017
	Dr. and Mrs. A M Bomstead Scholarship in Violin and Piano	2017
	UBC School of Music Twenty-Fifth Anniversary Scholarship	2015
	UBC School of Music Entrance Scholarship	2015
	British Columbia District/Authority Scholarship Award	2015
	D C & H L Knigge Entrance Scholarship in Music	2015
	Vancouver Youth Symphony Orchestra - Lightburn van den Bos Scholarship	2015
	British Columbia Music Educators Association (BCMEA) Scholarship	2015
	Moscrop Secondary School Music Scholarship	2015