

Zhenhan Li

个人作品集

2026

游戏 · 音乐 · 硬件 · 工具

我是 Zhenhan Li，在 TikTok 做软件工程师，目前在 HDFS（Hadoop 分布式文件系统）团队，方向是 HDFS 存储与数据传输的优化，同时为 LLM 团队提供支持。

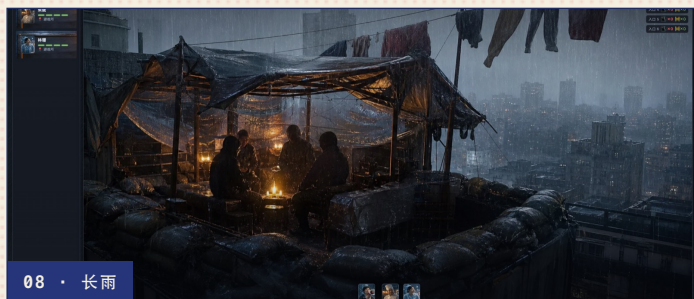
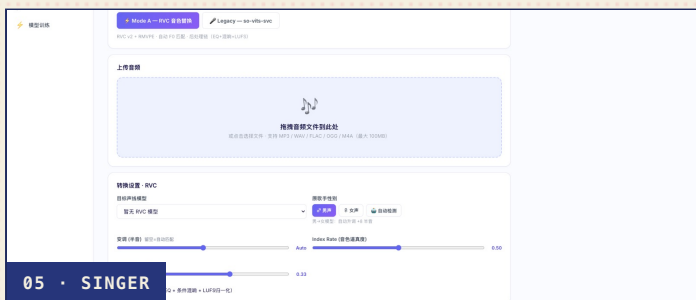
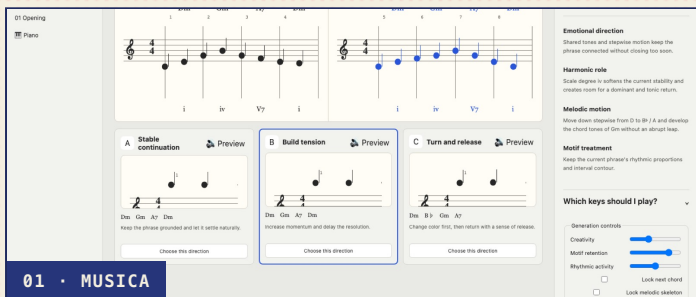
下班后，我喜欢玩游戏，偶尔玩玩音乐。vibe coding 给了我一个把脑子里各种 idea 具象化的机会。我从三月开始大量 vibe coding，先后体验了 Claude、GPT、Kimi、Gemini 等优秀的模型与服务，从 Antigravity 到 Claude 客户端都积累了大量使用经验，也产出了一系列个人作品。下面这些是其中的一部分。

桌游

单机游戏

弹钢琴

2026 年 3 月起 VIBE CODING



lzhnus@outlook.com

GITHUB.COM/DABAITUDIU

three.js / WebGL

浏览器里的 3D：手感、状态机、纯逻辑与渲染分层

02 03 04 07

自研 Verilog 编译器与周期精确仿真器

非阻塞赋值语义、模块实例化展平、组合环检测

04

CoreMIDI · RVC v2 · so-vits-svc · Demucs

MIDI 录入、和声推理、歌声转换、人声分离与混音后处理

01 05

生成式资产管线

图生 3D、Tripo 绑骨、Blender 精修、TTS 语音、图生视频

02 03 08

FastAPI · asyncio · Tauri

单卡 GPU 串行调度、WebSocket 实时进度、桌面端打包

01 05 06

TypeScript · Vite · Python

工程与质量机制：服务端强制门、账本留痕、独立审查器

06 08

- 01

MUSICA

桌面应用 · 作曲 · 会弹琴，但不知道下一句弹什么



04
- 02

海鸥模拟器：整点薯条

浏览器 3D · 沙雕休闲 · 鸥生只有一个任务



05
- 03

煎饼果子 · 早餐摊

浏览器 3D · 经营手感 · 压力不来自倒计时，来自你只有一双手



06
- 04

芯路 SILICON PATH

浏览器 3D · 硬件教学 · 从点亮一颗 LED 到造一颗会跑机器码的 CPU



07
- 05

SINGER

自建服务 · 歌声转换 · 上传一首歌，换一个歌手



08
- 06

ROUTINE-WORKS

开发工具 · 质量流水线 · 让无人值守的开发过程可审计



09
- 07

IF · 如果机器

浏览器 3D · 反事实推演 · 进行中 · 把一句「如果...会怎样」变成能进去看的地方



10
- 08

长雨

浏览器 · 合作生存桌游 · 进行中 · 雨下了三十天，避难所里的人们还在等天亮



11

01 MUSICA

会弹琴，但不知道下一句弹什么

Compose

Arrange

01 Opening

Piano

Choose a direction for your next phrase

Your phrase

Next 4 measures

1 Dm 2 Gm 3 A7 4 Dm

5 Dm 6 Gm 7 A7 8 Dm

i iv V7 i

i iv V7 i

A Stable continuation Preview

B Build tension Preview

C Turn and release Preview

Dm Gm A7 Dm

Dm Gm A7 Dm

Dm B $\flat$ Gm A7

Keep the phrase grounded and let it settle naturally.

Increase momentum and delay the resolution.

Change color first, then return with a sense of release.

Choose this direction

Choose this direction

Choose this direction

Why this works

Next chord: Gm (iv) Preview

Emotional direction

Shared tones and stepwise motion keep the phrase connected without closing too soon.

Harmonic role

Scale degree iv softens the current stability and creates room for a dominant and tonic return.

Melodic motion

Move down stepwise from D to B $\flat$ / A and develop the chord tones of Gm without an abrupt leap.

Motif treatment

Keep the current phrase's rhythmic proportions and interval contour.

Which keys should I play?

Generation controls

Creativity

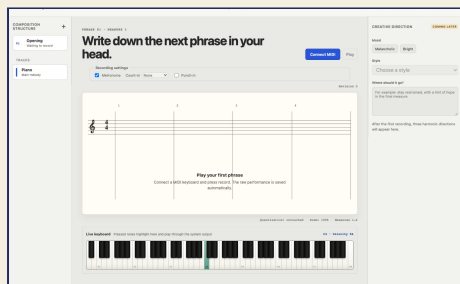
Motif retention

Rhythmic activity

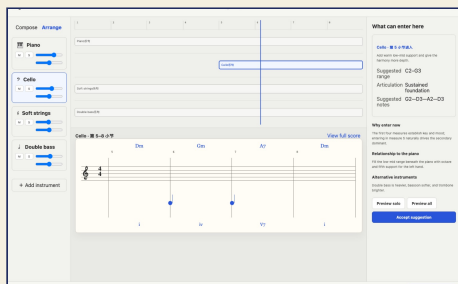
☐ Lock next chord

☐ Lock melodic skeleton

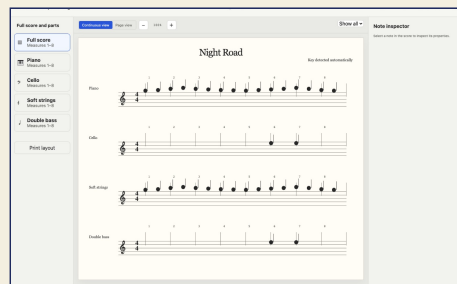
三条方向同屏，右栏说清每条为什么成立



边弹边出谱



编配到多乐器



导出总谱

看点

弹一段进去，它先把你的乐句变成能读的谱子，然后给三条刻意不同的续写：稳住、加张力、转个色再回家。每条都带下一个和弦、一条 1 到 8 小节的和弦路径、一段承接你动机的旋律，点一下就能听。右栏会逐条说清它为什么成立——落到具体音级和和弦功能上，不是玄学。挑中一条接受后，可以继续编配成多乐器总谱导出。

怎么用

接一个 MIDI 键盘，录一句，挑方向。创造度、动机保留、节奏活跃度都能调；和声或旋律骨架可以锁死后再重生成。

02 海鸥模拟器：整点薯条

鸥生只有一个任务

浏览器可玩



叼着薯条脱身，背景是海港大桥与歌剧院



锁定目标



贴栈道低飞



高空滑翔

看点

你是一只海鸥，默认在天上滑翔，永不坠地。按住俯冲把高度换成速度，贴着栈道掠过端着薯条的游客，一口叼走，再用攒下的速度火箭般拉起。栈道上老少游客各色，有的散步有的坐在长椅沙滩椅上，人人手里端着一盒薯条；你抢完他们会暴怒挥手追打。可以嘎嘎叫，也可以拉屎。一三人称随时切。

怎么玩

鼠标瞄准即航向，空格俯冲，靠近后准星点亮，按 E 叼走。偷够 5 根通关，混乱值 CHAOS 一路升高。

03 煎饼果子·早餐摊

压力不来自倒计时，来自你只有一双手

浏览器可玩



火候到点，该翻面了



逐项结算



油锅常态微沸



U形台面

看点

清晨街边的三轮车煎饼摊。面糊一落铛就开始烧，你得转圈摊匀、盯着金黄窗口翻面，同时还要蓄豆浆、捞油条、按顾客要求撒葱花香菜刷酱放薄脆。指针只有一个：去蓄豆浆就顾不了刮子。顾客头顶有耐心条，等太久扭头就走。天数往后单量渐增、耐心渐紧，雨天和美食博主会改当天的规则，收摊后拿钱升级摊位。

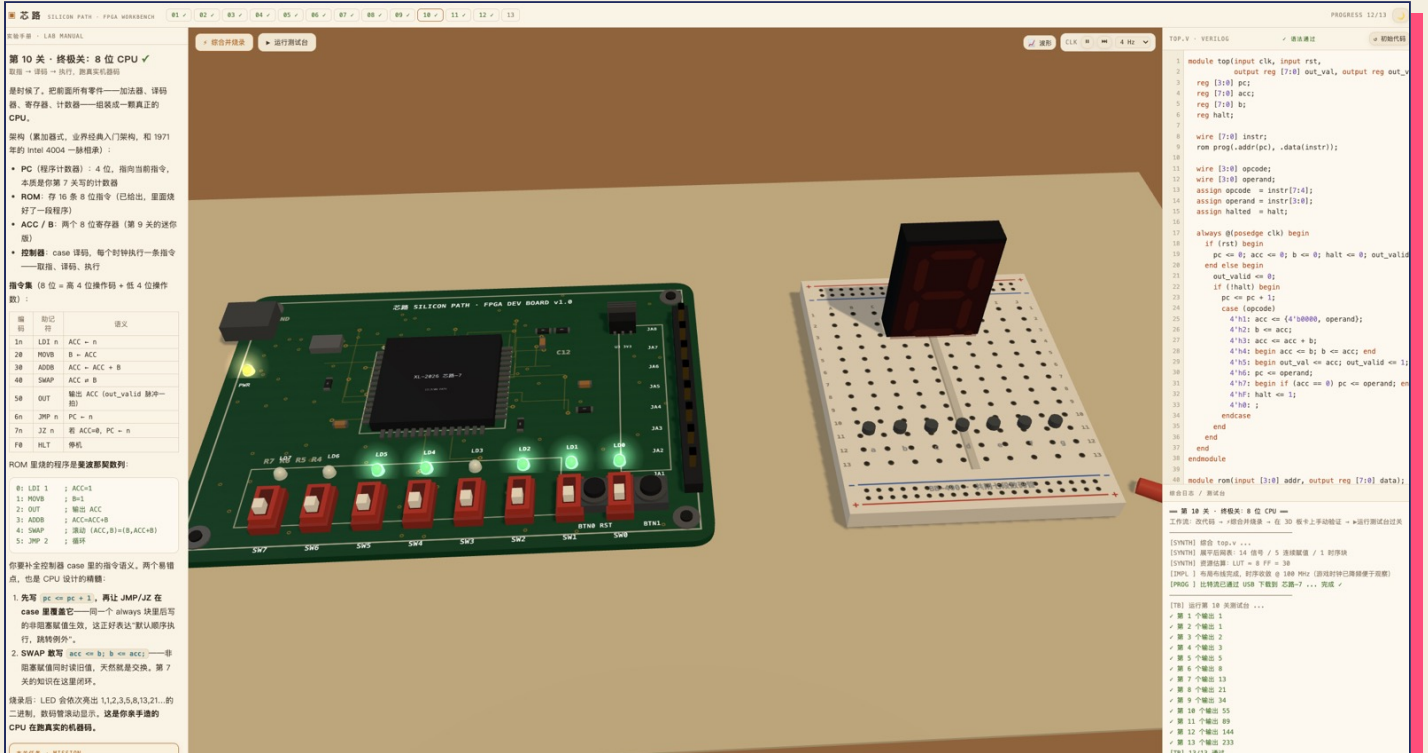
怎么玩

鼠标在饼铛上转圈摊面糊，火候到点翻面——早生晚糊，完美翻面触发慢镜头。出锅和配餐齐活才能出餐，麻利有速度小费。

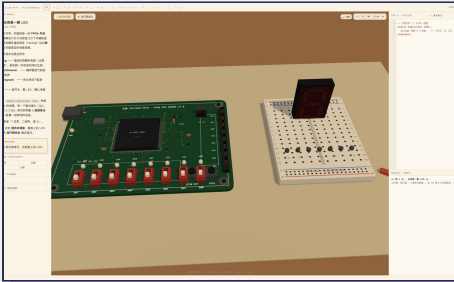
04 芯路 SILICON PATH

从点亮一颗 LED 到造一颗会跑机器码的 CPU

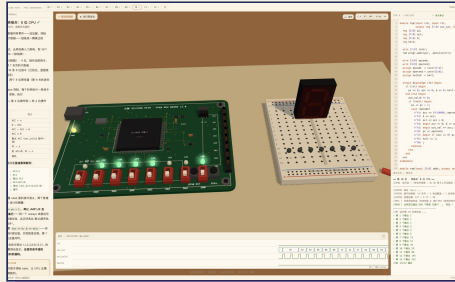
浏览器可玩



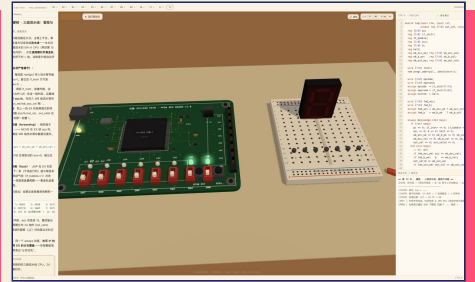
第 10 关：自己写的 8 位 CPU 跑出斐波那契，LED 依次亮出数列



第 1 关走通流程



波形查看器



第 13 关流水线

看点

一张 3D 实验桌摆在你面前：左边是实验手册，中间是能旋转缩放的开发板和面包板，右边是 Verilog 编辑器。流程永远是改代码、综合并烧录、在板子上手动验证、跑测试台过关。你可以拨动拨码开关、按按键、点排针再点数码管引脚拉一根杜邦线，还能暂停时钟单步走。13 关从点亮第一颗 LED 一路走到一颗自己写的 8 位 CPU 跑真实机器码。

怎么玩

第 10 关你补全控制器的指令译码，烧录后 LED 会依次亮出 1、1、2、3、5、8、13... 那是你亲手造的 CPU 在跑斐波那契。

05 SINGER

上传一首歌，换一个歌手

音色转换

声音模型

模型训练

引擎选择

Mode A — RVC 音色替换Legacy — so-vits-svc

RVC v2 + RMVPE - 自动 F0 匹配 - 后处理链 (EQ+混响+LUFS)

上传音频

拖拽音频文件到此处

或点击选择文件 - 支持 MP3 / WAV / FLAC / OGG / M4A (最大 100MB)

转换设置 · RVC

目标声线模型

暂无 RVC 模型

原歌手性别

男声女声自动检测

男→女模型: 自动升调 +8 半音

变调 (半音) 留空=自动匹配

Index Rate (音色逼真度)

Auto0.50

Protect (辅音保护)

0.33

☒ 后处理链 (双参考EQ + 条件混响 + LUFS归一化)

开始转换 (RVC v2)

引擎、变调、音色逼真度、辅音保护全部外露。截图时 GPU 服务器离线，故模型列表为空

模型训练

暂无声音模型

前往「模型训练」页面，上传歌手音频来训练第一个声音模型

开始训练

声线管理

模型训练

训练音频

拖拽歌手音频到此处

或点击选择文件 - 支持 MP3 / WAV / FLAC / OGG / M4A (最大 100MB)

训练参数

训练步数

Batch Size

训练设备 (默认显卡设备)

☐ 训练时降噪 (已关闭-降噪效果)

开始训练

训练页

看点

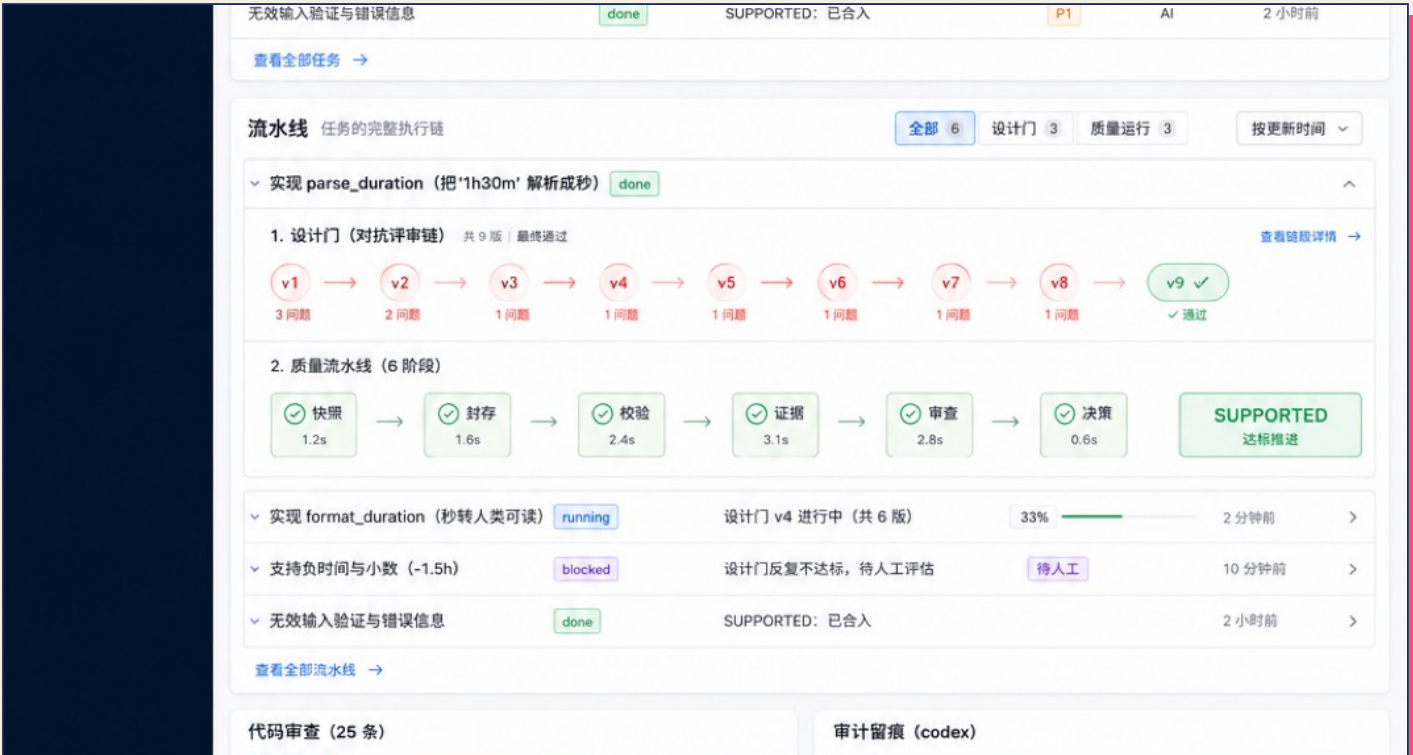
上传一首歌，选一个歌手的声线，等着。它先把人声和伴奏拆开，换掉音色，自动对上音高，再过一条 EQ、混响、响度归一化的后处理链混回伴奏。想加一个新声线也是丢进一段那个人的音频就行，去伴奏、预处理、训练全自动走完，网页上能实时看到 loss 曲线和剩余时间。两个引擎可切：RVC v2 和 so-vits-svc 浅扩散。

怎么用

变调、音色逼真度、辅音保护都摆在页面上；男女声互换会自动升降调。跑在我自己的一台 V100 上。

06 ROUTINE-WORKS

让无人值守的开发过程可审计



观测台：一夜之间发生了什么，全部可回放



每轮审查留痕



连自评都被审



目标是错

看点

一套给自动化开发流程加装质量门与审计留痕的服务。把一个目标拆成若干待办交给它无人值守执行，次日可在观测台回放每条任务的全过程：设计被打回几版、每版的具体意见、代码审查经过几轮、审查器给出什么结论、哪些问题真正修复、哪些被有据否定。偏离目标的任务会被搁置，实测未达标的会被要求诚实结案。

怎么用

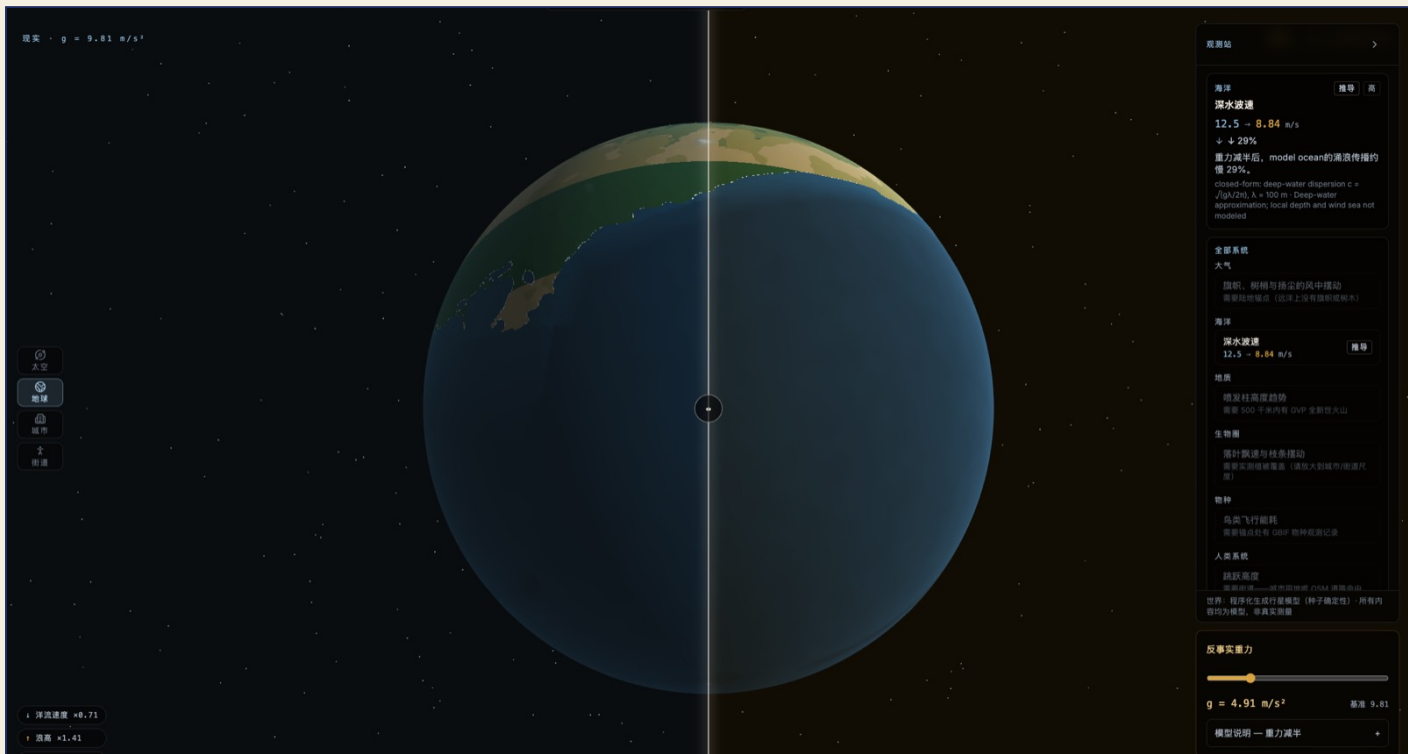
一条命令即可接入任意仓库；此后全过程写入账本，观测台可逐轮回放。本作品集其余项目的开发过程均由它监管。

07 IF · 如果机器

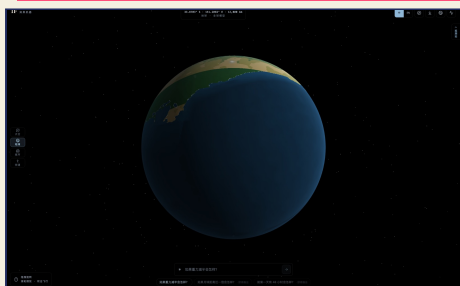
把一句「如果...会怎样」变成能进去看的地方

浏览器可玩

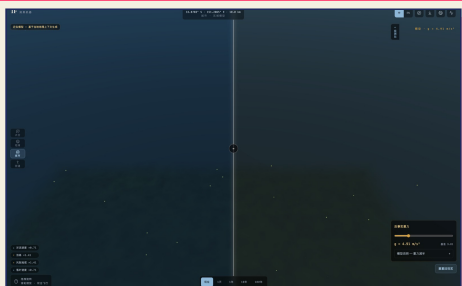
进行中



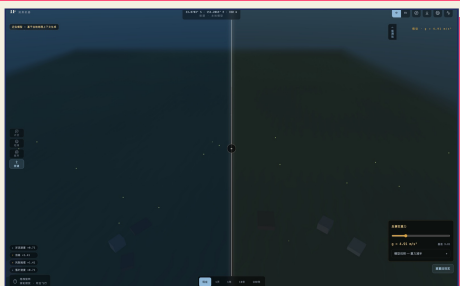
重力减半：左半是现实、右半是假设，观测站逐项给出变化量与推导公式



自建 three.js 地球



缩到城市尺度



再缩到街道

看点

问一个反事实问题，它把地球一分为二：左边是现实，右边是假设，同一套世界模型跑两组参数，中间一条缝可以来回比。从太空一路缩放到地球、城市、街道四个尺度，五个时间透镜看不同时间尺度上的变化。右边观测站按大气、海洋、地质、生物圈、物种、人类系统六类给出能推导的量——重力减半后深水波速从 12.5 掉到 8.84 m/s，旁边就写着那条闭式公式。

怎么用

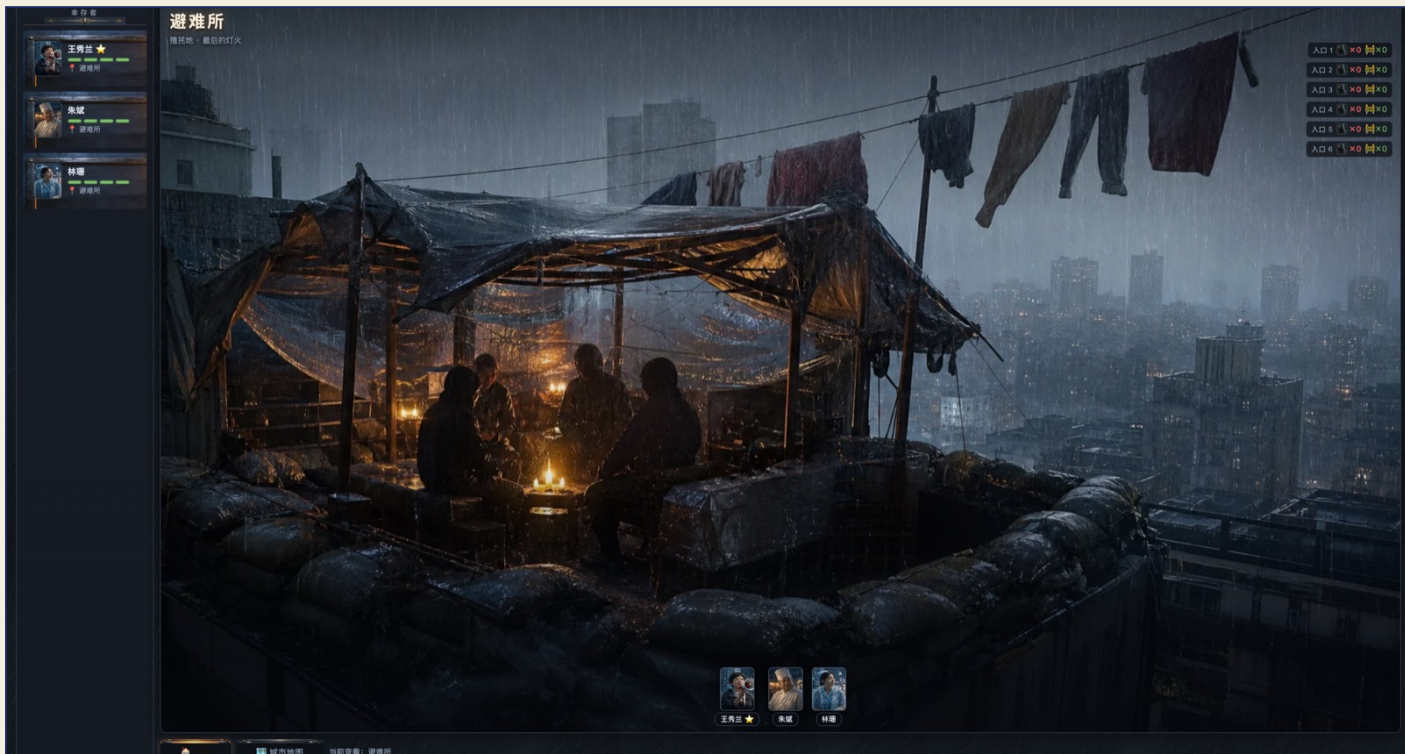
「重力减半」这个情景已经能完整走通，月球距离、48 小时制还在做。地球是自己用 three.js 搭的，地理资产离线生成，不依赖任何地图服务。

08 长雨

雨下了三十天，避难所里的人们还在等天亮

浏览器可玩

进行中



游戏大厅：避难所里的三名幸存者、六个入口的行尸计数、行动骰与手牌，顶栏是士气、回合、水位与当前危机



城市地图：泡在水里的城区与可搜索地点



抉择事件：两个都不好的选项



标题画面

看点

暴雨把城市一点点泡进水里。你带着一群幸存者守在避难所，在行尸、断粮和不断上涨的水位之间撑到救援来。每回合掷行动骰去移动、砸行尸、搜物资、筑路障、清垃圾；抉择事件会塞给你两个都不太好的选项——在走廊拢个炉子烧热水，还是想想煤气中毒的新闻宁可挨冻。机制上致敬《Dead of Winter》，规则全部原创重制。

怎么玩

开局先选主目标（固守待援 / 撤离行动 / 修复电台）和难度，然后顶着士气、回合数和水位撑下去。UI 面板与地点视频都是生成式管线做的。

01 MUSICA

github.com/dabaitudiu/musica

私有 · 邮件申请协作者

02 海鸥模拟器：整点薯条

尚未建仓 · 可现场演示

03 煎饼果子 · 早餐摊

github.com/dabaitudiu/jianbing

私有 · 邮件申请协作者

04 芯路 SILICON PATH

尚未建仓 · 可现场演示

05 SINGER

尚未建仓 · 可现场演示

06 ROUTINE-WORKS

github.com/dabaitudiu/routine-works

私有 · 邮件申请协作者

07 IF · 如果机器

尚未建仓 · 可现场演示

08 长雨

尚未建仓 · 可现场演示

这些仓库目前都是私有的。想自己跑一遍的话，发邮件给我，我把你加成协作者。浏览器项目 clone 下来 npm install && npm run dev 就能玩；musica 需要一台 macOS 与一个 MIDI 键盘，singer 需要一块 GPU。

Portfolio ENGLISH

Games • Music • Hardware • Tools

I am Zhenhan Li, a software engineer at TikTok, currently on the HDFS (Hadoop Distributed File System) team, working on storage and data-transmission optimisation and supporting the LLM team.

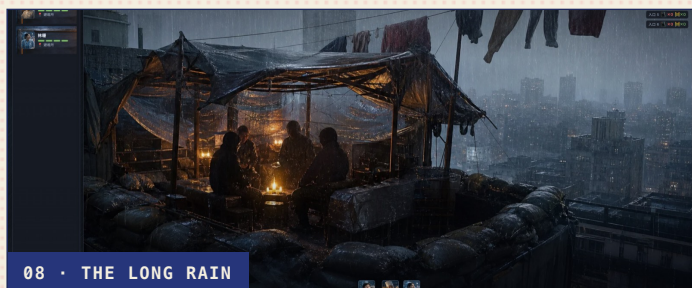
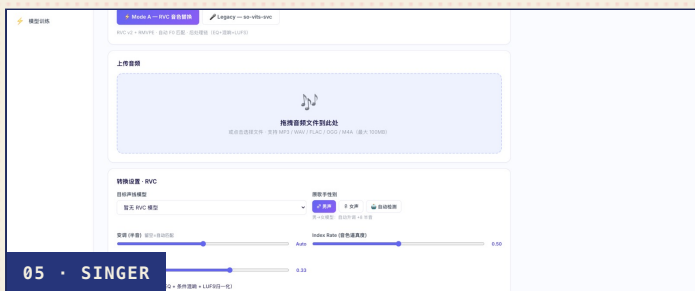
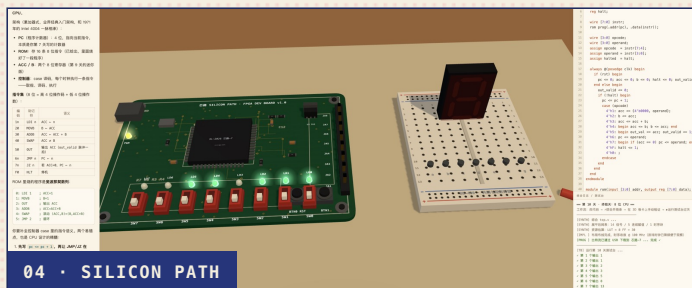
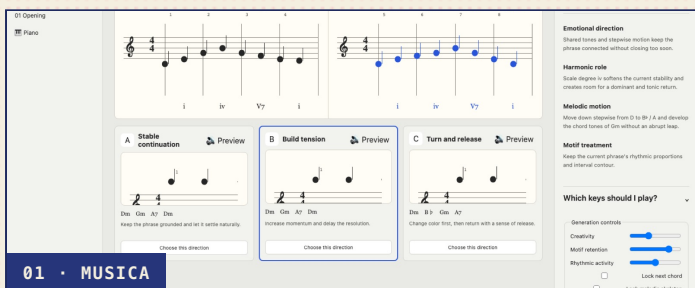
After work I play games and occasionally make music. Vibe coding gave me a way to turn the ideas in my head into something concrete. I started doing a lot of it in March, working my way through Claude, GPT, Kimi and Gemini, and through everything from Antigravity to the Claude clients – and a series of personal projects came out of it. These are some of them.

BOARD GAMES

SINGLE-PLAYER GAMES

PIANO

VIBE CODING SINCE MAR 2026



three.js / WebGL

3D in the browser: feel, state machines, logic/render split

02 03 04 07

In-house Verilog compiler & cycle-accurate simulator

Non-blocking semantics, hierarchy flattening, loop detection

04

CoreMIDI • RVC v2 • so-vits-svc • Demucs

MIDI capture, harmony reasoning, voice conversion, mixing

01 05

Generative asset pipelines

Image-to-3D, Tripo rigging, Blender, TTS, image-to-video

02 03 08

FastAPI • asyncio • Tauri

Single-GPU serial scheduling, live progress, desktop packaging

01 05 06

TypeScript • Vite • Python

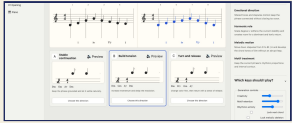
Server-enforced gates, audit ledger, independent reviewers

06 08

-
- 01

MUSICA

Desktop app · Composition · You can play. You just do not know what comes next.



04
-
- 02

GULL: FRY HEIST

Browser 3D · Silly action · A seagull has exactly one job



05
-
- 03

BREAKFAST CART

Browser 3D · Cooking sim · The pressure is not a timer. You have two hands.



06
-
- 04

SILICON PATH

Browser 3D · Hardware teaching · From one LED to a CPU that runs machine code



07
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- 05

SINGER

Self-hosted service · Voice conversion · Upload a song, swap the singer



08
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- 06

ROUTINE-WORKS

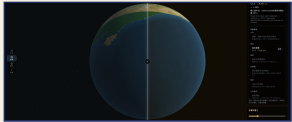
Dev tooling · Quality pipeline · Make unattended development auditable



09
-
- 07

IF — WHAT IF MACHINE

Browser 3D · Counterfactuals · in progress · Turn a what-if into a place you can enter



10
-
- 08

THE LONG RAIN

Browser · Co-op survival board game · in progress · Thirty days of rain. They are still waiting for morning.



11
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01 MUSICA

You can play. You just do not know what comes next.

Compose

Arrange

01 Opening

Piano

Choose a direction for your next phrase

Your phrase

Next 4 measures

A Stable continuation Preview

Choose this direction

B Build tension Preview

Choose this direction

C Turn and release Preview

Choose this direction

Why this works

Next chord: Gm (iv) Preview

Emotional direction
Shared tones and stepwise motion keep the phrase connected without closing too soon.

Harmonic role
Scale degree iv softens the current stability and creates room for a dominant and tonic return.

Melodic motion
Move down stepwise from D to Bb / A and develop the chord tones of Gm without an abrupt leap.

Motif treatment
Keep the current phrase's rhythmic proportions and interval contour.

Which keys should I play?

Generation controls

Creativity

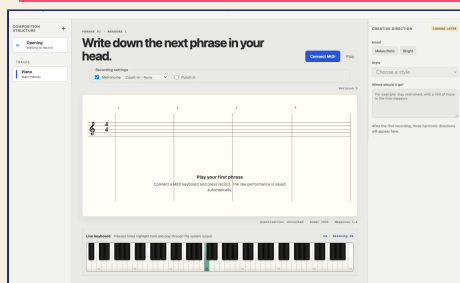
Motif retention

Rhythmic activity

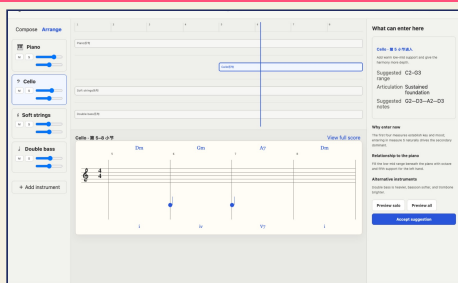
☐ Lock next chord

☐ Lock melodic skeleton

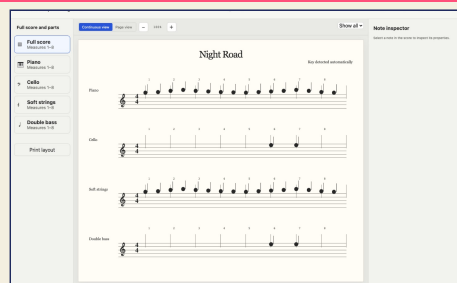
Three directions, each justified in the right rail



Live MIDI to score



Arranging



Full score

THE HOOK

Play a phrase and it becomes a readable score, then three deliberately different continuations: settle, build tension, turn and come home. Each carries the next chord, a chord path of one to eight bars, and a melody that picks up your motif – audible with one click. The right rail says why each works, in scale degrees and harmonic function rather than vibes. Accept one and you can arrange it into a full multi-instrument score and export.

HOW TO USE

Plug in a MIDI keyboard, record a phrase, pick a direction. Creativity, motif retention and rhythmic activity are adjustable, and harmony or melody can be locked before regenerating.

02 GULL: FRY HEIST

A seagull has exactly one job

PLAYABLE IN BROWSER



Escaping with the chips



Target acquired



Skimming



Soaring

THE HOOK

You are a seagull, soaring by default and never falling. Hold dive to trade altitude for speed, skim the boardwalk past tourists holding chips, snatch one, then rocket back up on the speed you banked. The boardwalk is full of people of all ages, some strolling, some on benches and deck chairs, every one of them holding a box of chips – and they swat at you in fury once you strike. You can squawk. You can also poop. First and third person swap any time.

HOW TO PLAY

The mouse aims and steers, space dives, and E snatches once the reticle lights. Five chips clears it, and the chaos meter climbs the whole way.

03 BREAKFAST CART

The pressure is not a timer. You have two hands.

PLAYABLE IN BROWSER



The golden window



Per-item scoring



Rolling oil



U-shaped counter

THE HOOK

A breakfast cart on a morning street. The batter starts burning the moment it lands, so you circle to spread it and flip inside the golden window while also filling soy milk, fishing out fritters, and dressing each order with scallion, coriander, sauce and crisps. You have one pointer: filling a cup means dropping the scraper. Customers have patience bars and walk off if you stall. Later days bring more orders and less patience; rain or a food blogger rewrites the rules; earnings buy upgrades.

HOW TO PLAY

Circle the mouse on the griddle to spread, then flip on cue – early is raw, late is burnt, and a perfect flip triggers slow motion. Plate only when crepe and sides are both done; speed earns tips.

04

SILICON PATH

From one LED to a CPU that runs machine code

PLAYABLE IN BROWSER

第 10 关 · 终极关：8 位 CPU

是时候了，把前面所有零件——加法器、译码器、寄存器、计数器——组装成一颗真正的 CPU。

架构（累加器式、业界经典入门架构，和 1971 年的 Intel 4004 一脉相承）：

- PC（程序计数器）：4 位，指向当前指令。
- 本关的寄存器 7 关写的计数器
- ROM：存 16 条 8 位指令（已给出，里面编好了一段程序）
- ACC / B：两个 8 位寄存器（第 9 关的迷你版）
- 控制器：case 语句，每个时钟执行一条指令——取码、译码、执行

指令集（8 位 = 高 4 位操作码 + 低 4 位操作数）：

指令	助记符	语义
1a	LDS 1	ACC ← B
2a	MOV B ← ACC	
3a	ADD B ← ACC + B	
4a	SWAP	ACC ← B
5a	OUT	输出 ACC [out_val] 脉冲（即）
6a	JMP n	PC ← n
7a	JZ n	若 ACC=0, PC ← n
8a	HLT	停机

ROM 里存的程序是斐波那契数列：

```

0: LDS 1 ; ACC ← B
1: MOV B ← ACC
2: OUT ; 输出 ACC
3: ADD B ← ACC + B
4: SWAP ; 交换 (ACC, B) ← (B, ACC)
5: JMP 2 ; 循环

```

你要补全控制器 case 语句的指令语义，两个易错点，也是 CPU 设计的精髓：

- 先写 `pc <= 0; b <= 0; halt <= 0;`，再让 `JMP/JZ` 在 case 里覆盖它——同一个 always 块里后写的非阻塞赋值生效，这正好表达“默认顺序执行，跳转例外”。
- SWAP 数写 `acc <= b; b <= acc;`——非阻塞赋值同时读旧值，天然就是交换。第 7 关的知识在这里重现。

继续后：LED 会依次亮出 1,1,2,3,5,8,13,21... 的二进制，数码管滚动显示。这是你亲手的 CPU 在跑真实的机器码。

Level 10: your own 8-bit CPU runs Fibonacci

Level 1

Waveforms

Level 13

THE HOOK

A 3D lab bench: the manual on the left, a rotatable dev board and breadboard in the middle, a Verilog editor on the right.

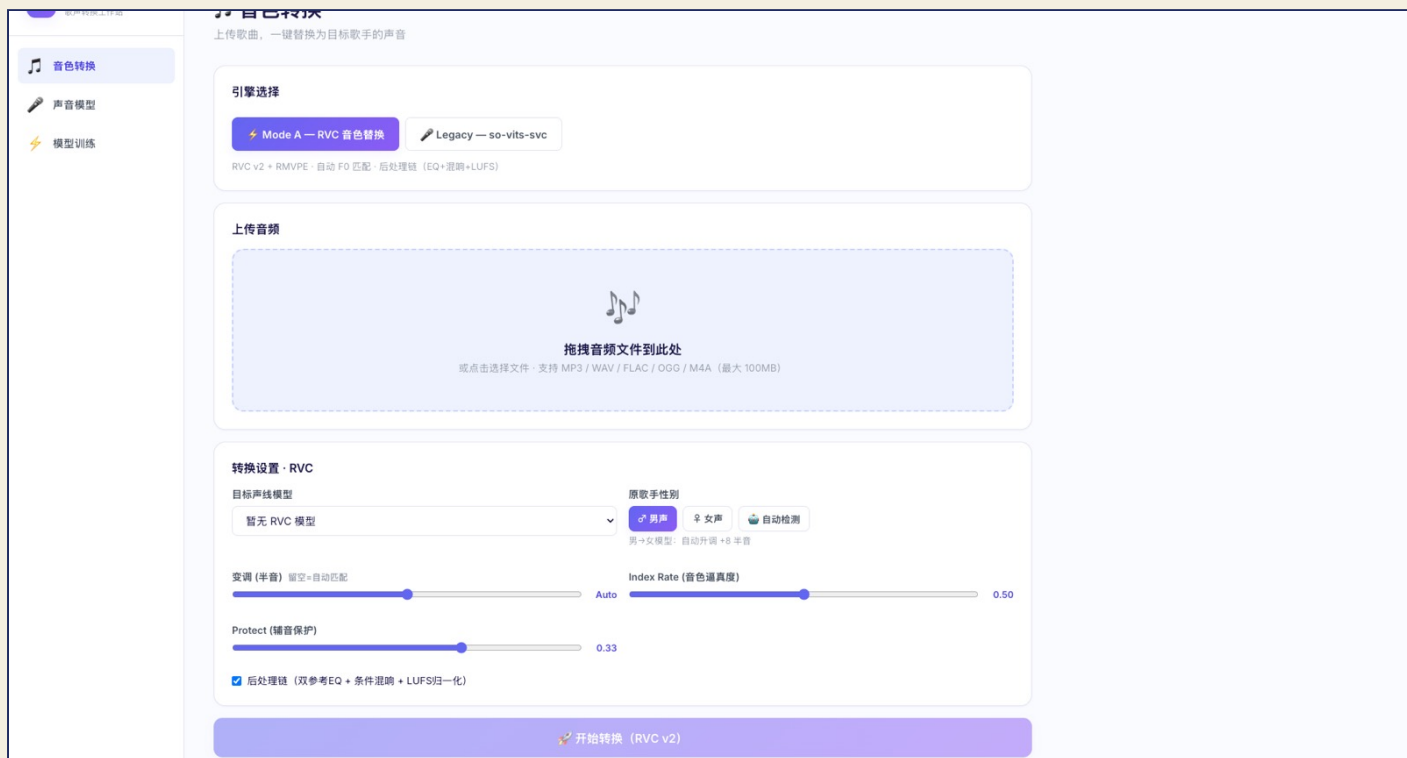
The loop is always edit, synthesise and program, verify on the board by hand, then run the testbench. You flip DIP switches, hold buttons, draw a jumper wire by clicking a header pin then a seven-segment pin, and pause the clock to step it one cycle at a time. Thirteen levels take you from lighting one LED to an 8-bit CPU of your own running real machine code.

HOW TO PLAY

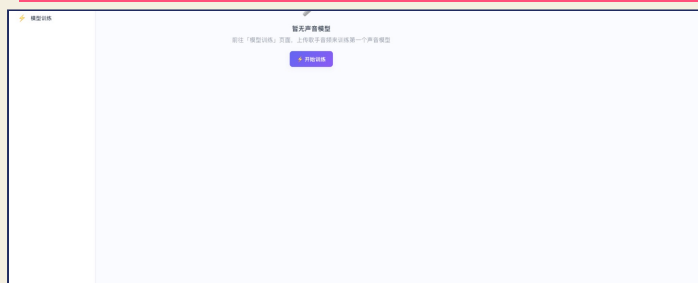
In level 10 you complete the controller's instruction decode; after programming, the LEDs count out 1, 1, 2, 3, 5, 8, 13 – that is a CPU you built running Fibonacci.

05 SINGER

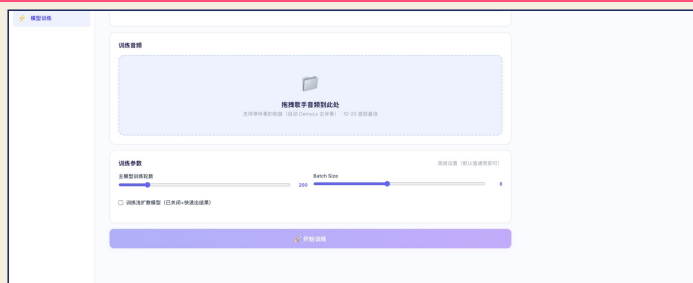
Upload a song, swap the singer



All parameters exposed. The GPU box was offline when captured, hence the empty model list



Voice models



Training

THE HOOK

Upload a song, pick a voice, wait. It splits vocals from backing, swaps the timbre, matches the pitch automatically, then mixes back through a chain of EQ, reverb and loudness normalisation. Adding a new voice is just dropping in audio of that person: separation, preprocessing and training all run themselves, with the loss curve and remaining time live on the page. Two engines to choose from: RVC v2 and so-vits-svc with shallow diffusion.

HOW TO USE

Transpose, index rate and consonant protection are all on the page, and male-to-female swaps transpose themselves. It runs on a V100 of my own.

06

ROUTINE-WORKS

Make unattended development auditable



The dashboard replays the whole night



Review rounds



Audited self-review



Mission as anchor

THE HOOK

A service that fits quality gates and an audit trail onto an unattended development loop. Hand it a goal split into todos, let it run, and the dashboard replays each task the next day: how many times the design was rejected and on what grounds, how many review rounds the code took, what the reviewer concluded, which findings were genuinely fixed and which were refuted with evidence. Off-goal tasks are shelved; work that misses the bar on a real run must close honestly.

HOW TO USE

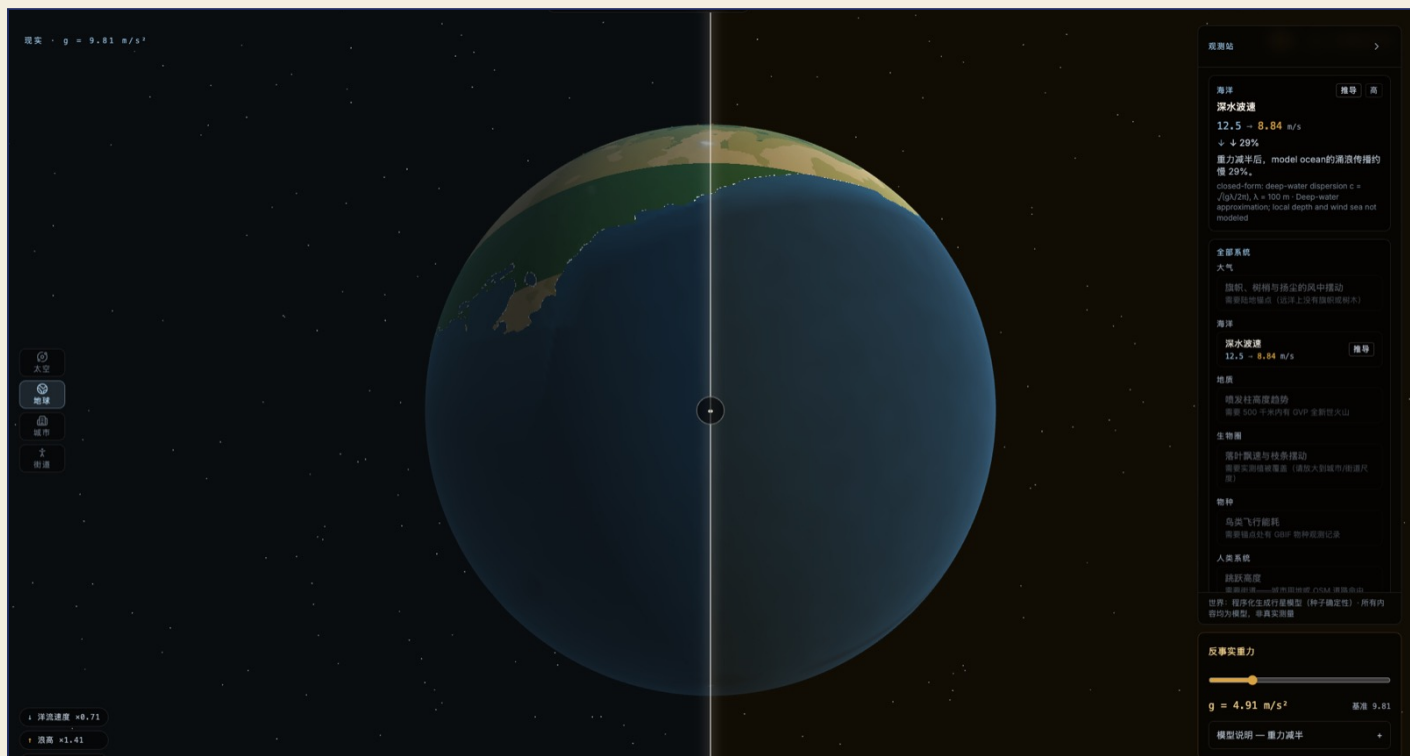
One command onboards any repository; from then on the whole process is written to a ledger the dashboard can replay round by round. It supervised the other projects in this portfolio.

07 IF — WHAT IF MACHINE

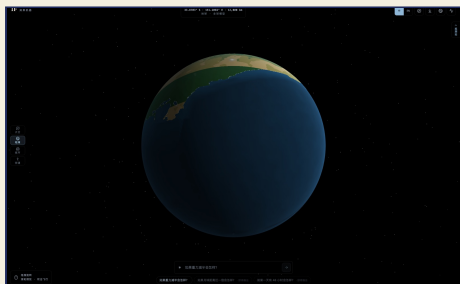
Turn a what-if into a place you can enter

PLAYABLE IN BROWSER

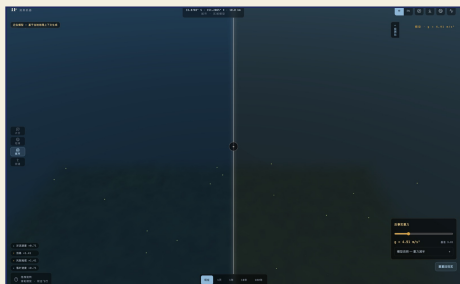
IN PROGRESS



Gravity halved — reality left, hypothesis right, with derivations in the observatory



A hand-built globe



City scale



Street scale

THE HOOK

Ask a counterfactual and it splits the Earth in two: reality on the left, the hypothesis on the right, one world model running two parameter sets with a seam you can drag across. Zoom from space through globe, city and street, with five time lenses for different horizons. The observatory on the right reports derivable quantities across atmosphere, ocean, geology, biosphere, species and human systems — halve gravity and deep-water wave speed drops from 12.5 to 8.84 m/s, with the closed form printed beside it.

HOW TO USE

The halved-gravity scenario runs end to end; a nearer Moon and a 48-hour day are still in progress. The globe is hand-built in three.js on offline geoassets, with no map service involved.

08 THE LONG RAIN

Thirty days of rain. They are still waiting for morning.

PLAYABLE IN BROWSER

IN PROGRESS



The shelter: three survivors, six entrances, action dice and hand, with morale, round, waterline and the active crisis on top



City map: a flooded district and its locations



Crossroads: two bad options



Title screen

THE HOOK

The rain sinks the city block by block. You hold a shelter with a handful of survivors against the walking dead, dwindling food and a rising waterline until rescue comes. Each round you spend action dice to move, fight, search, barricade and clear rubbish, while crossroads events hand you two options that are both bad – light a stove in the corridor for hot water, or remember the gas-poisoning headlines and stay cold. It nods to Dead of Winter with rules rebuilt from scratch.

HOW TO PLAY

Pick a main objective (hold out, evacuate, repair the radio) and a difficulty, then survive against morale, the round clock and the waterline. The panels and location videos come from a generative pipeline.

01 MUSICA

github.com/dabaitudiu/musica
private • email for access

02 GULL: FRY HEIST

no repo yet • live demo on request

03 BREAKFAST CART

github.com/dabaitudiu/jianbing
private • email for access

04 SILICON PATH

no repo yet • live demo on request

05 SINGER

no repo yet • live demo on request

06 ROUTINE-WORKS

github.com/dabaitudiu/routine-works
private • email for access

07 IF — WHAT IF MACHINE

no repo yet • live demo on request

08 THE LONG RAIN

no repo yet • live demo on request

All of these repositories are private for now. Email me and I will add you as a collaborator. The browser projects run with clone, npm install, npm run dev; musica needs macOS and a MIDI keyboard, singer needs a GPU.

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github.com/dabaitudiu