

Filipe Coelho falktx@falktx.com +49 1573 4020937 +351 969 355 011

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Filipe Coelho

Software Developer

About Me

Self-taught software developer, with personal interest in C++ and Python. Easily motivated by a good challenge. Open-Source enthusiast.

Software Development Skills

Programming Languages

 C o C++ Javascript Python

Programming Frameworks

Juce o HTML5/CSS3/ES6 • Qt

Programming Systems

- Bash scripting
- Debian packaging git (versioning system)
- Linux (OS and APIs)

Created Open-Source Projects

- KXStudio kx.studio 2009 Linux distribution and repositories, focused on audio production.
- Cadence kx.studio/cadence 2009 A collection of tools to manage Linux audio. Includes JACK settings, patchbay, recorder, meter and more.
- Carla kx.studio/carla 2011 Fully-featured cross-platform audio plugin host. Loads several formats plugins and sample banks, and also works as an audio plugin itself.
- **DPF** github.com/DISTRHO/DPF 2011 C++ framework to create real-time cross-platform audio plugins. Provides UI support using Cairo or OpenGL.
- **DPF-Plugins** github.com/DISTRHO/DPF-Plugins 2012 A collection of real-time audio plugins, based on DPF.
- **DISTRHO-Ports** distrho.sf.net/ports 2011 Linux ports of existing open-source audio plugins, using Juce. Contains a forked version of the Juce library for LV2 plugin support.

Work Experience

May 2019 - current, Software Developer, MOD Devices GmbH

• Linux embed developer and tech lead

Technologies used: Buildroot, C, C++, HTML5, Javascript, Python

October 2018 - May 2019, Software Developer, BEWATEC

Full-stack developer

Technologies used: AWS, Node Express, Go, ReactJS

September 2017 - October 2018, Software Developer, Snuk

Full-stack developer

Technologies used: Ansible, Django, Docker, Go, GCP, Grafana, ReactJS

September 2015 - current, Software Developer, MOD Duo GbR

- Creation of a highly-optimized, real-time Linux embedded system
- Programming of a complex HTML interface and webserver
- Programming of real-time audio applications and plugins

Technologies used: Buildroot, C, C++, HTML5, Javascript, Python



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Interests

Professional

- Creation of desktop applications
- Software development focused on high-performance, with real-time requirements in mind
- Software with hardware integration

Personal

- Audio production (FL Studio, Renoise and self-made applications)
- Linux and Open-Source enthusiast

Publications and Presentations

2019, *Past*, *Present and Future of the JACK Audio Connection Kit*, **Sonoj** https://media.ccc.de/v/sonoj2019-1902-jack-past-present-future

2018, *An explanation of various plugin formats and why they exist*, **Sonoj** https://media.ccc.de/v/sonoj2018-1803-plugin-formats

2018, Carla feature overview and workflows, Linux Audio Conference https://media.ccc.de/v/lac2018-24-carla plugin host feature overview and workflows

2017, *Carla Demonstration and Workflows*, **Sonoj** https://media.ccc.de/v/sonoj2017-1704-carla-plugin-host

2017, *Team presentation about the MOD*, Linux Audio Conference https://youtu.be/kmil9luagVk

2016, *LV2 Plugin Publishing for MOD*, Linux Audio Conference https://media.ccc.de/v/minilac16-publishingyourlv2

2016, *Making Plugins with DPF*, Linux Audio Conference https://media.ccc.de/v/minilac16-ltsmakesomeplugins

2015, *Carla Presentation*, Linux Audio Conference https://lac.linuxaudio.org/2015/video.php?id=47&h=576

2015, *Testing audio plugins with Carla*, Linux Audio Conference https://lac.linuxaudio.org/2015/video.php?id=70&h=576

2015, *Personal Interview*, **Libre Music Production**https://libremusicproduction.com/articles/friday-interview-2-falktx

2015, *Publication about Carla*, Linux Magazine https://www.linux-magazine.com/Issues/2015/175/Carla

2014, *DPF Presentation*, Linux Audio Conference https://lac.linuxaudio.org/2014/video.php?id=91&h=720