

Filipe Coelho falktx@falktx.com +49 1573 4020937 +351 963 453 117

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Online Profile github.com/falkTX github.com/DISTRHO

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 ∘ C++ ∘ Javascript ∘ Python

Programming Frameworks

JuceQtHTML5/CSS3/ES6

Programming Systems

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

Created Open-Source Projects

- KXStudio kx.studio 2009
 Linux distribution and repositories, focused on audio production.
 Can be installed as full OS, or extend Debian/Ubuntu based systems through its repositories.
- Cadence kx.studio/cadence 2009
 A collection of tools to manage Linux audio.
 Includes Audio settings, patchbay, recorder, meter and logs viewer.
- Carla kx.studio/carla 2011
 Fully-featured cross-platform audio plugin host.
 Loads plugins (LADSPA, DSSI, LV2, VST2, VST3, AU) and sample banks (SF2, SFZ), 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 OpenGL, with integrated NanoVG library.
- **DPF-Plugins** *github.com/DISTRHO/DPF-Plugins* 2012 A collection of real-time audio plugins. Uses DPF for cross-platform multi-plugin-format support.
- 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

October 2018 - current, Software Developer, BEWATEC

• Full-stack developer

Technologies used: AWS, Node Express, 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

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