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Address

Kluckstr. 34 c/o Stein 10785 Berlin Germany

Online Profile

fb.com/falktx 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

Programming Frameworks

JuceQtHTML5/CSS/JavaScript

Programming Systems

Bash scriptingLinux (OS and APIs)Debian packaginggit (versioning system)

Created Open-Source Projects

- **KXStudio** *kxstudio.linuxaudio.org* 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 kxstudio.linuxaudio.org/cadence 2009
 A collection of tools to manage Linux audio.
 Includes Audio settings, patchbay, recorder, meter and logs viewer.
- Carla kxstudio.linuxaudio.org/carla 2011
 Fully-featured cross-platform audio plugin host.
 Loads plugins (LADSPA, DSSI, LV2, VST, AU) and sample banks (GIG, 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

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

April - June 2016, Software Developer, Tracktion Software Corp.

• Programming of real-time audio applications and plugins Technologies used: C++, Juce

December 2011 - May 2012, Software Developer, TSI

• Programming of a real-time audio application Technologies used: C++, Qt4



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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

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 http://lac.linuxaudio.org/2015/video.php?id=47&h=576

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

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

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

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