Ing. Filip Dobrocký



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education

| IEM / Kunstuniversität Graz | |
|---|-----------|
| Computer music and Sound Art | 2025 |
| Erasmus exchange | |
| Faculty of Music / Janacek Academy of Performing Arts | |
| Multimedia creation | 2023- |
| Bachelor of Arts | |
| FEEC / Brno University of Technology | |
| Audio engineering - music production and recording | 2018-2023 |
| Engineer's degree | |
| Gymnázium J. G. Tajovského, Banská Bystrica | 2014 2018 |
| Mathemathics class | 2014-2018 |

Final Theses

- Artificial Intelligence for Video Sonification Master's thesis at BUT
- Experimental software musical instrument Bachelor's thesis at BUT

experience

| Bazmek entertainment | | 2000 | |
|--|----------|---------------|------|
| Music composition & sound design for theatre (+ other media) | | 2023- | |
| Rekola Bikesharing | | 2022- | |
| Bicycle mechanic | | 2022- | |
| Projekt Trychtýř (SVITAVA transmedia art lab) | 2022 | 2022, 2024, 2 | 2025 |
| Collaborative art project presented at SONDA festival | 2022, 20 | 2024, | 2023 |
| Freelance audio / art work | | 2021- | |
| Recording, mixing, installations, coding | | 2021- | |
| Audified | | 2020 | |
| Audio hardware assembly | | | |

skills

- Programming: C++, Python, C#, Java, Javascript
- Audio production, engineering, recording: Reaper, Ableton Live
- Interactive audio/art, creative coding: SuperCollider, Max/MSP/Jitter, Pure Data, Touchdesigner, FMOD studio, p5.js
- DSP, Audio programming: JUCE framework, Gen, DaisySP
- Embedded development: ESP32, Arduino, STM32, Daisy Seed, Raspberry Pi, PlatformIO
- Web development: Hugo, React, Supabase
- Video editing: DaVinci Resolve
- Computer vision: OpenCV, object detection, MOT
- · Bicycle repair and building
- Vegetarian cooking, specialty coffee

languages

English (proficient), German (learning), Slovak (native), Czech (proficient)

workshops (attended)

| SMC Summer School - Art Installations | 2025 | |
|---|------|--|
| (IEM Graz, Winfried Ritsch) | | |
| Fluid Corpus Manipulation (FluCoMa) | 2025 | |
| (IEM Graz, Pierre Alexandre Tremblay) | | |
| Advanced sound design, live electronics and musical programming | 2024 | |
| (HF JAMU, Bruno Liberda) | | |
| Spatial sound and ambisonics | 2023 | |
| (HF JAMU, Thomas Gorbach) | | |
| Deep Learning for composers and artists | 2022 | |
| (SVITAVA, Robert B. Lisek) | 2023 | |
| Walking Over Bones - Field recording | 2022 | |
| (Kunsthalle Bratislava, Tomáš Prištiak) | | |