

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

Mathematics 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

Music composition & sound design for theatre (+ other media)

2023-

Rekola Bikesharing

Bicycle mechanic

2022-

Projekt Trychtýř (SVITAVA transmedia art lab)

Collaborative art project presented at SONDA festival

2022, 2024, 2025

Freelance audio / art work

Recording, mixing, installations, coding...

2021-

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
- Embedded platforms: ESP32, Arduino, Daisy Seed, Raspberry Pi
- 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

(IEM Graz, Winfried Ritsch)

2025

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