

Matthew Hosack

Software Engineer

About

📍 Berlin DE

✉️ hosack.matt@gmail.com

🌐 [hosackm](#)

🌐 [matthosack](#)

Languages

Python C Go C++

HTML/JS/CSS Zig

Database + Persistence

PostgreSQL MongoDB

SQLite Redis

Frameworks + Frontends

Flask Fast Huma Svelte

Version Control

Git Perforce SVN

Dev Ops

Docker Kubernetes

Jenkins Prometheus

Grafana Fabric

Build Tools

CMake Ninja Make

Networking

Nginx REST

Websockets Celery

gRPC

Languages

English (Native speaker)

German (Conversational)

Summary

Software Engineer with over 10 years of experience. I'm a domain expert in digital audio and music production technology with experience building web applications after working at multiple market-leading companies. I thrive in collaborative environments and enjoy mentoring younger talent. I'm eager to apply my skills outside the audio/music space, where I can further develop my expertise in web application development and contribute to innovative teams.

Experience

12/2020 - 09/2024

Ableton
Software Engineer

- Architected and maintained custom CI solution to manage Pack contents throughout lifecycle.
- Maintained static analysis tooling for validating and repairing Pack content.
- Manually optimized database queries to reduce homepage load time over 30x.
- Wrote custom JSON caching system to reduce data retrieval by additional 3x.
- Developed fullstack application to index music content from all packs and make searchable.
- Maintained internal Go REST client for Ableton Packs API.
- Migrated entire Ableton Packs' infrastructure from Mac VMs to Linux.
- Migrated legacy Python 2 code to Python 3.

12/2016 - 11/2019

Dolby Laboratories
Senior Software Engineer

- Designed and implemented ANSI-C SDK for partners such as Apple and Netflix to implement Dolby Atmos into broadcast and streaming solutions.
- Lead team to develop first containerized audio processing workflow for cloud-based encoding of Atmos Music on Hybrik (now [dolby.io](#)).
- Lead teams to develop SDKs, sample applications, technical documentation, and testing suites for licensees integrating audio technologies into their devices and platforms.

10/2011 - 05/2013

THX Ltd.
Systems Engineer

- Wrote software for Raspberry Pi to control connected peripherals over I2C, SPI, and UART buses including HDMI switches and DSP Filter coefficients.
- Tested A/V receivers against THX Certification Standards.
- Wrote Python scripts for automating audio test harnesses.

Education

Sonoma State University

07/2005 - 05/2011

Bachelor of Science in Electrical Engineering, [84/87 units completed]