

CV Joel Löf

Audio Software Developer

Evolution, Stockholm

2021 - Present

- **Middleware Development:**
Lead the team in developing a proprietary game audio engine used in hundreds of online games.
- **Cross-Team Collaboration:**
Liaise with other departments to align our audio solutions and technologies for seamless integration and mutual objectives.
- **Mentorship:**
Guide and mentor junior team members, conduct code reviews and pair programming sessions to foster skill development.
- **Technology Stack:**
TypeScript, some C++ and Rust compiled to WebAssembly as well as most of the typical web development tooling around version control, package management, building, testing, delivery etc.

Broadcast Engineer

Swedish Radio, Stockholm

2019 - 2021

- Positioned at the public service news division "Ekot".
- Responsibilities included ensuring high sound quality in live radio broadcasts.
- Connecting and mixing different sources, including using in-house software for connecting remote guests with SIP.

Theatre Sound

Göta Lejon, Stockholm

2016 - 2017

- Responsible for sound on stage, including handling and setting up wireless systems and miking talent.

Freelance Audio Engineer

Self Employed, Stockholm

2014 - 2019

- Studio Recordings and Live Sound
- Toured Europe and America with different artists including Robyn, Röyksopp, Tove Lo and Loreen.
- Occasionally still do some freelance work on the side.

Music Teacher

Waldorf, Orust

2010 - 2011

- Class Teacher in Music and Music Theory.
 - Individual students in piano and guitar
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Education

Audio Engineering Bachelor's Program

Luleå Technical University (LTU), Piteå

2011 - 2014

- Secretary at the Audio Engineering Society's Piteå student section.
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Personal Projects

Audio Plugin Development in C++

- **Technologies Used:** C++
- **Skills Learned:** Audio signal processing, real-time programming, mathematics.
- **Additional:** Conducted tests and produced a detailed report.

Music Source Separation Application

- **Technology Stack:** Python, TensorFlow, Keras.
- **Concept:** Separate vocal and instrumental elements in audio tracks.
- **Research:** Various methods, including signal processing and machine learning.
- **Outcome:** Successfully separated vocals and instruments.