



Filipe Coelho

falktx@falktx.com

+49 1573 4020937

+351 963 453 117

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

- C
- C++
- Javascript
- Python

Programming Frameworks

- Juce
- Qt
- HTML5/CSS/JavaScript

Programming Systems

- Bash scripting
- Linux (OS and APIs)
- Debian packaging
- git (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

2017, *Team presentation about the MOD*, Linux Audio Conference

<http://youtu.be/kmil9luagVk>

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>