



Filipe Coelho

Software Developer

About Me

Self-taught software developer, with personal interest in C and C++. Easily motivated by a good challenge. Open-Source enthusiast.

Filipe Coelho
falktx@falktx.com
+49 1573 4020937
+351 969 355 011

Online Profile
falktx.berlin
github.com/falktx
patreon.com/falktx
social.falktx.berlin

Software Development Skills

Programming Languages

- C
- C++
- JavaScript
- Python

Programming Frameworks

- DPF
- JUCE
- Qt
- HTML5/CSS3/ES6

Programming Systems

- Bash scripting
- Docker
- Debian packaging
- POSIX/macOS/win32 APIs

Created Open-Source Projects

- **Cardinal** - *cardinal.kx.studio* - 2021
Virtual modular synthesizer, based on VCV Rack.
Self-contained audio plugin and standalone app.
- **Carla** - *kx.studio/carla* - 2011
Fully-featured cross-platform audio plugin host.
Loads several formats 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 Cairo or OpenGL.
- **DPF-Plugins** - *github.com/DISTRHO/DPF-Plugins* - 2012
A collection of real-time audio plugins, based on DPF.

Work Experience

March 2024 - Current, *Linux Developer*, Darkglass Electronics Oy

- Creation of a highly-optimized, real-time Linux embedded system with graphics
- Linux kernel driver development
- Overseeing and guiding team towards a Linux-based OS
- Programming of complex UI + state + audio architecture

Technologies used: Buildroot, C, C++, Linux kernel, LVGL

September 2015 - September 2017, May 2019 - February 2024, *Lead Software Developer*, MOD Devices GmbH / MOD Audio UG

- 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: Buildroot, C, C++, Docker, HTML5, JavaScript, Python

October 2018 - May 2019, *Software Developer*, BEWATEC

- Full-stack developer

Technologies used: AWS, Node Express, Go, ReactJS

September 2017 - October 2018, *Software Developer*, Snuk

- Full-stack developer

Technologies used: Ansible, Django, Docker, Go, GCP, Grafana, ReactJS



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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

2023, Making a Standalone FX Pedal Based on Embed Linux, Ubuntu Summit
<https://www.youtube.com/watch?v=PpBKwD5PSFs>

2019, Past, Present and Future of the JACK Audio Connection Kit, Sonoj
<https://media.ccc.de/v/sonoj2019-1902-jack-past-present-future>

2018, An explanation of various plugin formats and why they exist, Sonoj
<https://media.ccc.de/v/sonoj2018-1803-plugin-formats>

2018, Carla feature overview and workflows, Linux Audio Conference
https://media.ccc.de/v/lac2018-24-carla_plugin_host_feature_overview_and_workflows

2017, Carla Demonstration and Workflows, Sonoj
<https://media.ccc.de/v/sonoj2017-1704-carla-plugin-host>

2017, Team presentation about the MOD, Linux Audio Conference
<https://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
<https://lac.linuxaudio.org/2015/video.php?id=47&h=576>

2015, Testing audio plugins with Carla, Linux Audio Conference
<https://lac.linuxaudio.org/2015/video.php?id=70&h=576>

2015, Personal Interview, Libre Music Production
<https://libremusicproduction.com/articles/friday-interview-2-falktx>

2015, Publication about Carla, Linux Magazine
<https://www.linux-magazine.com/Issues/2015/175/Carla>

2014, DPF Presentation, Linux Audio Conference
<https://lac.linuxaudio.org/2014/video.php?id=91&h=720>