

Lead developer for AI-assisted music production application

We are kicking off the realization of a highly innovative type of music software, building on the success of R&D projects in machine learning and algorithmically supported creativity. One of our latest projects, I2C8, led to MIDIQ, an application that has turned into a commercial success recently.

In this context, we are rebuilding our development team. You will be the key person in the technical domain, working as a partner side-by-side with the original innovator and CEO — a two-people core in the center of an international network of highly skilled people and recognized institutions.

We are looking for a creative mind who can assume responsibility, with a high degree of independence and strong team player skills.

We have recently been transitioning from a mainly research-driven organization to a product company, with a new marketing and sales partner. Our structure is mostly decentralized. We are small and therefore flexible in many ways. We prefer to hire in Berlin, where we plan to establish our main hub. However, an alternative location is negotiable.

Company overview

Re-Compose GmbH, founded in 2008 and registered in Vienna, develops software plug-ins for music production by computer-supported creativity on digital audio workstations. We engage in product development with a high proportion of research. Our areas of interest have been in symbolic generative music based on statistical models, music psychology (“optimal experience”), and musicology (primarily chords and harmony so far). Recently, we have also been branching into DSP audio (spectral processing, with a product recently marketed under the name Venom). We focus on loop-based music structure prevalent in commercial electronic genres. After the successful completion of two EU-funded R&D projects, the Innovation Radar of the European Commission granted us the awards “Top 50 Innovator 2018” and “Top 10 in Excellent Science 2018”.

Vision

EDM, techno, trance, and related electronic genres are based on sophisticated looped structures and their subtle variation over time. Our goal is the rapid development of small interdependent plug-ins within our product, each covering specific musical operations. The algorithms are mainly rule-based (derived from our proprietary methods) and partly AI-driven. They will constitute a cohesive system to provide producers with the creative means to generate impactful loop patterns for diverse electronic music genres at a professional level.

Tasks and roadmap for 2020

- Development of internal plug-in extensions for a MIDIQ 2.0 framework
- Close collaboration with the CEO / product manager and external network of experienced contributors, e.g. GUI designers, freelance developers, QA testers, composers, and producers
- Maintenance of our existing products (minimal)

Profile

You have the following experience, skills, and qualities:

- At least 3 years software development with C and C++ in a commercial environment
- Experience with the JUCE framework is a strong plus
- Familiarity with the user experience in music production workflows
- Overview of plug-in architectures
- At least basic knowledge of machine learning
- 2D graphic UI programming
- A plus but not a must: Coding for DSP audio / spectral processing
- Installer packaging/deployment and security (certification, authentication) for Mac and Windows operating systems
- Fundamental knowledge of music theory (particularly chords and harmony)
- Beneficial: enthusiasm for electronic, loop-based music genres, e.g. techno, trance, EDM, ...

Conditions

- Starting off at 30 hours per week, with the perspective of extending to 40 h/w
- Permanent position
- Competitive remuneration
- Flexible working hours, home office

If you are interested, please send an email with your CV and a short motivation letter in English or German to jobs@re-compose.com