



MATTIS ROSENKRANZ

Audio Software Developer

DETAILS

Contact

Based in Berlin, Germany
mattis.rosenkr@gmail.com

[Portfolio](#)

[LinkedIn](#)

Date/Place of Birth

11.02.1999
Münster, Germany

PROFILE

I'm Mattis, a passionate audio and frontend developer based in Berlin, Germany. With a strong background in both audio technology and modern web development, I specialize in creating innovative audio applications and plugins that deliver exceptional user experiences.

EMPLOYMENT HISTORY

Working Student - Web-Developer, basecom GmbH & Co. KG, Osnabrück, Niedersachsen

2022 - present

Redeveloped the agency's website with Hubspot CMS, leading a small team. Easier content creation, significant performance improvement, compliance with accessibility guidelines.

Bachelor project - Web-Developer, HYPE 1000 GmbH, Münster, NRW

2022

Bachelor thesis project: "Development and integration of a videochat application for recording podcasts" in cooperation with corporate podcasting company. The "Hypecast Studio" became a key feature of the product. Graded with 1,15.

Working student - Web-Developer, consus.health GmbH, Münster, NRW

2021

Helped with analysis and display of patient data in administrative web software

EDUCATION

M. Sc. Audiocommunication and -technology, Technical University Berlin

2022 - present

Courses in acoustics, signal processing, creative audio programming, spatial audio and audio machine learning.

Film and Digital Production, University of California, Riverside (UCR)

Fall 2024 (Exchange Semester)

Theatre, Film, and Digital Production. Courses in general film production, cinematography and screenwriting. Did sound recording, design and music composition for short film projects.

B.Sc. in Media Computer Science, Hochschule Osnabrück

2019 - 2022

Graduated with 1,35. Courses in audio & video technology, computer graphics and design & usability. Bachelor thesis at HYPE 1000 GmbH (see employment history)

SKILLS

- **C++** - Experience in developing audio plugins and applications using frameworks like JUCE. Multiple study projects and courses for basics, computer graphics etc. Using Build-Tools like CMake.
- **Audio DSP** - System theory, convolution, Fourier-transform, synthesis methods, effects, filter design, feature extraction.
- **WebAssembly, Elementary Audio** - Integrating C++ audio code into web applications for high-performance audio processing.
- **React, Typescript, Tailwind CSS, GraphQL** - Modern web and app UI development with a focus on maintainability and accessibility.
- **Machine Learning, Tensorflow basics** - Theoretical backgrounds, feature extraction, building and training simple neural networks

LANGUAGES

- **German** - Native
- **English** - C1 (Advanced), fluent in spoken and written communication; 4 months study experience in the U.S.