

Stephan Michael Eckes

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Professional Experience

Senior ML Systems Engineer · ai-coustics GmbH Mar 2023 - Present

Berlin, Germany

First engineer at an AI speech enhancement startup. Design and development of a real-time neural network inference engine and cross-platform SDK in Rust.

Software Engineer · HOLOPLOT GmbH Nov 2021 - Feb 2023

Berlin, Germany

Audio engine and DSP development in Rust and C++ for large-scale spatial audio systems.

Software Engineer · Heckmann Audio GmbH (u-he) Sep 2020 - Oct 2021

Berlin, Germany

Audio plugin and DSP development in C++.

Software Engineer · Georg Neumann GmbH Apr 2020 - Oct 2020

Berlin, Germany

Development of the MA-1 automatic alignment application for studio monitors, in cooperation with Fraunhofer IIS.

Network Operations Engineer · VID I GmbH Feb 2018 - Aug 2020

Darmstadt, Germany

Fibre operator for real-time audio and video transmissions, including international events such as the 2018 FIFA World Cup (Russia), 2019 FIFA Women's World Cup (France), and 2019 Rugby World Cup (Japan).

Education

M.Sc. Audio Communication and Technology · Technische Universität Berlin 2019 - 2023

Berlin, Germany

Thesis: Development of a system for automatic room correction of audio playback systems.

B.Eng. Media Technology · RheinMain University of Applied Sciences 2015 - 2019

Wiesbaden, Germany

Thesis: Development of a system for remote video production.

Computer Science · Darmstadt University of Applied Sciences 2014 - 2015

Darmstadt, Germany

Fundamentals of mathematics and programming.

Honors & Awards

Engineering Student of the Year 2017 · IABM · Sep 2017