

Fabian S. Klinke

Audio Engineer & macOS/iOS Software Developer | fabian@klinke.studio | klinke.studio

PROFILE

i build iOS apps and audio plugins. i also mix podcasts, teach and work on projects that combine software, sound and interaction design. this page lists my work, projects and education. email is the fastest way to reach me.

EXPERIENCE

- Co-founder** 2025 - *
- HQ by Untether*
- I co-founded HQ, a community platform and iOS app for artists and their fans, where I work on the product, iOS app, backend and moderation tools.
- Co-founder** 2025 - *
- B90 Industries*
- I co-founded an audio plugin company with Baugruppe90. Our first product, B90 ZERRE, is a distortion plugin based on how they make music.
- Lecturer** 2024/25
- SRH Berlin University of Applied Sciences*
- In a project seminar I taught during the winter term of 2024/25, the students built an interactive music installation with several forms of sensing, software and sound.
- Audio Engineer** 2023 - *
- Freelance for Studio Jot*
- I mix and master the weekly podcast Imperium, formerly Kampf der Unternehmen, for Studio Jot. My work includes the Haribo and DM vs. Rossmann seasons and the 2024 holiday specials. I have also worked on these productions:
 - Wo Bist Du? - Verschollen auf der Flucht
 - Helen Frankenthaler - Move and Make
 - Claude Monet - Century of Change
- Software Developer** 2022 - *
- Freelance*
- I build macOS and iOS software for audio and interaction projects. This includes a motion-tracking app for people with motor impairments and several tools for mixing engineers.
- Audio Engineer** 2019 - *
- Freelance*
- I have worked in audio since 2019, mainly on podcast editing, sound design, recording, mixing and mastering, along with albums and smaller releases in Berlin.

PROJECTS

- Community Platform** 2025
- HQ*
- HQ gives artists a private space for posts, direct messages and fan groups without a ranked feed.
- Sonic and Haptic Safety System** 2024
- SENSAFE*
- Sensafe warns drivers about objects in blind spots through 3D sound and vibrations in the seat. I built it in TU Berlin's Sonic Interaction Design seminar with the Sound Innovation Lab and Icon InCar.
- Assistive Technology** 2023
- CTRLABILITY*
- Prof. Marco Kuhn and I built an open-source motion-tracking app for people with motor impairments. The Prototype Fund paid for the work.
- Audio Analysis** 2022
- Lippo*
- Lippo sorts and analyses multitrack audio files for mixing engineers by checking stereo files, adjusting levels and preparing groups of files for import.

EDUCATION

M.Sc. Audio Communication and Technology

2023 - 2026

Technical University Berlin

- I studied digital signal processing, software development and interaction design for audio systems.
- In 2022 and 2023, I completed the courses required for entry to the master's programme while working in software and audio.

B.A. Audio Design

2019 - 2022

SRH Berlin University of Applied Sciences

- Thesis: Designing and implementing an audio analysis and batch processing tool for mixing engineers. Grade: 1.0.

Law Studies

2016 - 2019

University of Regensburg

- I completed the mid-term exams in civil and constitutional law before moving to Berlin to study audio.

VOLUNTEERING

Electoral Board

2024 - *

Elections Berlin Mitte

- I serve on the local electoral board for public elections in Berlin Mitte.
- German Federal Election 2025: Election Officer in Berlin Mitte
- EU Parliament Election 2024: Deputy Election Officer in Berlin Mitte