



Malcolm Lewis — Professional Creative & Technology Portfolio

DJ • Music Producer • Sound Engineer • Radio Programmer • Full- Stack Web Developer • Software Programmer • Graphic Designer • Creative Technologist

South African Independent Creative, Producer & Technology Specialist

1. PROFESSIONAL PROFILE

Malcolm Lewis is a South African multidisciplinary creative professional whose work sits at the intersection of music, broadcasting, sound engineering, software development, web technology, graphic design and digital media.

Rather than operating within a single creative discipline, Malcolm has developed a broad technical and artistic skill set that allows him to take an idea from concept to production, development, broadcast and digital publication.

His professional identity encompasses:

- DJ and electronic music artist
- Music producer
- Sound engineer
- Radio programmer
- Radio software developer
- Full-stack web developer
- PHP developer
- SQL/MariaDB database developer
- Software programmer
- Graphic designer
- Digital media creator
- Audio production specialist
- Broadcasting technology specialist
- Creative director
- Independent label founder
- Digital platform developer

At the centre of this ecosystem is Flash Frequency Productions (FFP), a creative platform and independent music operation associated with Malcolm's production, publishing, broadcasting and digital development work.



His music is distributed internationally, with Flash Frequency Productions represented on Beatport, where Malcolm Lewis is listed as an artist and producer with an extensive catalogue of releases. His catalogue includes Deep House, Afro House, House and related electronic styles.

2. THE ARTIST — MALCOLM LEWIS

Music is one of Malcolm Lewis's primary creative disciplines.

As an electronic music artist, Malcolm has developed a distinctive production approach centred around groove, atmosphere, rhythm, bass movement, melodic texture and electronic sound design.

His catalogue demonstrates a particular connection with Deep House, while also moving into House, Afro House, Minimal and other electronic styles.

His releases have included tracks such as:

- Golden Subway
- Failsafe
- Trouble
- Warfare
- True Self
- True Self Dance
- Skop Hom Teen Die Bek
- French Lady
- Barrier
- The Roles We Play
- Fight or Flight
- Tides
- Cut Off
- Grown Lessons
- Graveyard Shift
- Swindle
- Just Digits
- Forever Yours
- No Talking
- Future
- Touched
- We Squared
- Sweet Charlotte
- Beats Per Minute
- Dirty 87
- Midnight Text
- Flamboyant
- Ashes of the System
- What I Have



- Different Signals
- Soul Sync
- Peoples Pleaser
- For the Soul
- Step Forward
- The Offer
- Chaos

Current Beatport listings show Malcolm Lewis releases spanning multiple years, with numerous 2026 releases appearing under Flash Frequency Productions. Several recent Deep House productions are positioned around the 120–123 BPM range.

This catalogue represents more than individual songs: it demonstrates an ongoing commitment to independent electronic music production and self-managed music publishing.

3. DJ & PERFORMANCE

As a DJ, Malcolm Lewis approaches DJing as both a performance discipline and a form of musical storytelling.

His sets can incorporate:

- Deep House
- House
- Afro House
- Minimal
- Tech-influenced electronic music
- Groove-driven club music
- Atmospheric electronic music
- Original productions
- Extended mixes
- Radio mixes

His DJ work is closely connected to his radio programming and music production.

Recorded sets associated with Flash Frequency Productions include The Dirty 87 Mix, Dirty 87 Radio Live

and a Minimal Story mix, demonstrating his work across both radio and DJ-oriented

formats. The DJ component of Malcolm's career therefore operates as part of a larger

ecosystem: Production → DJ Performance → Radio → Digital Distribution → Audience



4. MUSIC PRODUCTION

Malcolm's work as a producer extends beyond simply creating

beats. His production process encompasses:

Composition

Developing musical ideas, chord progressions, basslines, melodies, arrangements and rhythmic structures.

Arrangement

Structuring tracks for intros, breakdowns, transitions, drops, vocal sections and extended DJ versions.

Sound Design

Creating and shaping:

- Bass sounds
- Synths
- Pads
- Percussion
- FX
- Atmospheric layers
- Rhythmic textures
- Transitional elements

Mixing

Balancing frequency ranges, stereo positioning, dynamics, gain structure and overall musical impact.

Mastering Preparation

Preparing productions for digital distribution, radio playback, DJ sets and streaming environments.

Release Production

Taking a track from the initial concept through:

Composition → Production → Mixing → Mastering → Artwork → Metadata → Distribution → Promotion

This end-to-end capability is one of the defining characteristics of Malcolm's work.



5. SOUND ENGINEERING

Malcolm Lewis also operates as a sound engineer, combining creative production knowledge with technical audio understanding.

His audio skill set includes:

- Digital audio production
- Recording
- Editing
- Mixing
- Audio processing
- EQ
- Compression
- Limiting
- Gain staging
- Stereo imaging
- Frequency management
- Vocal processing
- Sound design
- DJ mix preparation
- Radio audio preparation
- Broadcast audio workflows

His understanding of music production and sound engineering allows him to approach a production from both sides:

The artist hears the music. The engineer understands the signal.

That dual perspective is particularly valuable in independent production environments where one person may be responsible for the entire audio pipeline.

6. RADIO & BROADCASTING

One of Malcolm Lewis's major areas of development is radio broadcasting technology.

Through FFP RADIO, Malcolm has combined his interests in music, broadcasting and software development.

FFP RADIO is designed around a digital radio ecosystem that can incorporate:

- Live radio streaming
- Programmed shows
- DJ mixes



- Music programming
- On-demand audio
- Track information
- Charts
- Music discovery
- Digital downloads
- Radio scheduling
- Artist content
- Promotional content

The platform has included programming concepts such as:

FFP RADIO

A digital broadcasting platform focused on music, creativity and independent programming.

THE BPM TAPES

A music-focused radio concept built around beats, BPM-driven programming, electronic music and discussion.

DIRTY 87

A DJ/radio concept associated with Malcolm's House and Deep House programming.

JUST BEATS

A music-oriented concept focused on beats and instrumental-driven programming.

YOUNG CREATIVE MINDS

A youth-focused creative platform designed to provide a positive space for young creatives and emerging voices.

This demonstrates Malcolm's evolution from DJ → producer → broadcaster → radio platform developer.

7. RADIO SOFTWARE PROGRAMMING

A particularly distinctive component of Malcolm's portfolio is his work in radio software

programming. Instead of treating radio as simply an audio stream, Malcolm approaches broadcasting as a software system.



This can involve the development and integration of:

- HTML5 audio players
- Streaming players
- Icecast/Shoutcast integration
- Radio station interfaces
- Track metadata
- Now-playing systems
- DJ/show scheduling
- Music libraries
- Automated programming
- Playlist management
- Radio dashboards
- Broadcast-oriented administration systems
- Web-based player controls
- Mobile-friendly radio interfaces

This is an important distinction in Malcolm's

portfolio. He is not simply a broadcaster who uses

technology.

He is a creative professional who develops technology for broadcasting.

8. FULL-STACK WEB DEVELOPMENT

Malcolm is also a full-stack web developer, working across both frontend and backend

environments. His development approach encompasses the complete web application lifecycle.

Frontend Development

Technologies and concepts include:

- HTML5
- CSS3
- JavaScript
- Responsive web design
- Mobile-first interfaces
- Interactive components
- Audio players
- Administrative interfaces
- Search interfaces
- Media grids
- Dashboard interfaces
- Progressive Web App concepts



Backend Development

His development work includes:

- **PHP**
- **SQL**
- **MariaDB/MySQL**
- **Authentication**
- **User management**
- **Session management**
- **CRUD systems**
- **Administrative dashboards**
- **Database-driven applications**
- **Secure form processing**
- **Prepared statements**
- **File management**
- **Content management**
- **Payment-related workflows**
- **API-style integrations**

Database Development

Malcolm has worked with relational database architecture involving concepts such as:

- **Users**
- **Roles**
- **Permissions**
- **Tracks**
- **Artists**
- **Albums**
- **Downloads**
- **Orders**
- **Order items**
- **Articles**
- **Charts**
- **Radio schedules**
- **Music libraries**
- **Customer information**

His preferred architecture places strong emphasis on SQL-driven systems and practical server-side development.

9. SOFTWARE PROGRAMMING

Malcolm's programming work extends beyond conventional websites.



His approach is strongly oriented toward building purpose-specific software systems.

Examples of software concepts and systems developed or planned within his broader technology portfolio include:

- Music management systems
- Radio management systems
- Digital music stores
- Artist platforms
- Administrative dashboards
- Streaming interfaces
- Track management systems
- Chart systems
- Download systems
- User dashboards
- Content management systems
- Media platforms
- Healthcare technology platforms
- Automated workflows
- Database-driven applications

This positions Malcolm as more than a web designer.

He operates as a software developer capable of designing the underlying application architecture.

10. FLASH FREQUENCY PRODUCTIONS

Flash Frequency Productions is a central part of Malcolm Lewis's creative

identity. It functions as a platform for:

- Music production
- Music publishing
- Artist releases
- DJ mixes
- Radio
- Digital media
- Creative development
- Technology
- Independent distribution

The label has an established presence on Beatport, with Malcolm Lewis appearing as an artist and numerous releases listed under Flash Frequency Productions.



The catalogue also has a presence on SoundCloud, including Malcolm Lewis productions and DJ/radio mixes.

This makes FFP an important example of Malcolm's ability to build an ecosystem around his creative work rather than relying exclusively on third-party platforms.

11. GRAPHIC DESIGN

Malcolm's creative skill set also includes graphic design and visual identity development.

His design work can encompass:

- Album artwork
- Single artwork
- EP artwork
- Radio branding
- Logo concepts
- Promotional graphics
- Digital banners
- Social media artwork
- Artist branding
- Website graphics
- Marketing material
- Visual concepts for music releases

For Malcolm, visual design forms part of the music-release process.

A production is not considered complete simply because the audio is finished.

The release also needs:

Identity + Artwork + Typography + Metadata + Digital Presentation + Promotion

12. DIGITAL MEDIA & CREATIVE TECHNOLOGY

Malcolm's multidisciplinary background allows him to combine creative disciplines that are often separated into different professional roles.

A typical project can involve:

Music



- **Composition**
- **Production**
- **Engineering**
- **Mastering preparation**

Visuals

- **Artwork**
- **Graphic design**
- **Branding**
- **Promotional material**

Technology

- **Website**
- **Database**
- **Player**
- **Administration system**

Broadcasting

- **Radio stream**
- **Programming**
- **Scheduling**
- **Show management**

Distribution

- **Digital release**
- **Music platforms**
- **Radio**
- **Social media**
- **Independent promotion**

This integrated approach is one of the strongest defining characteristics of his portfolio.

13. ACHIEVEMENTS

Independent Music Catalogue

Malcolm Lewis has developed a substantial independent music catalogue released through Flash Frequency Productions.



His Beatport artist profile contains numerous releases across Deep House, House and Afro House, including a significant number of releases during 2026.

International Digital Distribution

His productions have been made available through international digital music distribution, including Beatport.

Flash Frequency Productions maintains an established Beatport label presence with Malcolm Lewis productions featured within its catalogue.

Independent Label Development

Malcolm has established Flash Frequency Productions as an independent creative and music platform rather than limiting his work to individual releases.

Radio Development

He has developed the FFP RADIO concept, combining broadcasting, music programming, DJ culture and custom software development.

DJ & Mix Catalogue

His recorded DJ and radio material includes Deep House, House and Minimal-oriented mixes distributed through the Flash Frequency Productions SoundCloud presence.

Production & Engineering

Malcolm is credited as producer and composer on published music. For example, Shazam credits Malcolm Lewis for composition and production/engineering on Chapter 2, released through Flash Frequency Productions.

Rights & Repertoire Recognition

Public repertoire records from the Recording Industry of South Africa (RISA) also contain entries identifying Malcolm Lewis as producer on works released through Flash Frequency Productions.

Cross-Disciplinary Development

Perhaps his most significant professional achievement is the development of a career that combines:

Music + Engineering + Broadcasting + Programming + Web Development + Graphic Design + Entrepreneurship



That combination gives Malcolm the ability to develop and operate projects independently across multiple technical and creative layers.

14. PROFESSIONAL SKILL MATRIX

Discipline Capability	
DJ	House, Deep House, Afro House, electronic music
Music Production	Composition, arrangement, sound design
Sound Engineering	Mixing, processing, audio preparation
Radio	Programming, shows, streaming, scheduling
Radio Software	Players, metadata, streaming systems
Web Development	Frontend and backend development
Programming	PHP, JavaScript, SQL and application logic
Database Development	MySQL/MariaDB relational systems
UI Development	Dashboards, players, responsive interfaces
Graphic Design	Covers, branding, promotional graphics
Digital Media	Audio, visual and web content
Music Distribution	Independent digital releases
Creative Direction	Integrated music/media projects
Entrepreneurship	Independent label and digital platforms

15. TECHNICAL DEVELOPMENT PHILOSOPHY

Malcolm's development philosophy is based on building systems that are functional, maintainable and purpose-driven.

His approach places importance on:

- Structured application architecture
- Database consistency
- Secure backend processing
- Responsive interfaces
- Practical administration tools
- Performance optimisation



- Media optimisation
- Reliable audio playback
- Scalable database structures
- User and administrator separation
- Integration between frontend and backend systems

Rather than building technology simply for appearance, the objective is to create systems that perform a real operational function.

16. CREATIVE TECHNOLOGIST

The term Creative Technologist accurately describes Malcolm Lewis's combined professional profile. He operates where creative production and technology meet.

A music producer may create the soundtrack. A graphic designer may create the artwork.

A web developer may build the website.

A radio technician may configure the stream.

A software developer may build the administration system.

Malcolm's skill set allows him to work across all of these layers. That creates an unusual level of independence.

17. ENTREPRENEURIAL APPROACH

Malcolm's work demonstrates an independent creator/entrepreneur model.

Instead of relying exclusively on external companies for every stage of production, he has developed the ability to create and manage many components himself.

His model can be represented as:

IDEA

↓



CREATIVE DEVELOPMENT



MUSIC / AUDIO PRODUCTION



GRAPHIC DESIGN



SOFTWARE DEVELOPMENT



WEBSITE / PLATFORM



RADIO / BROADCAST



DIGITAL DISTRIBUTION



AUDIENCE

This is effectively a self-contained digital media production ecosystem.

18. SELECTED PROJECT AREAS

Flash Frequency Productions

Independent music production, publishing and creative platform.

FFP RADIO

Digital radio and broadcasting platform.



The BPM Tapes

Music and talk radio concept centred around BPM, electronic music and creative discussion.

Dirty 87

House/Deep House DJ and radio concept.

Young Creative Minds

Youth-oriented creative and positive media platform.

Digital Music Store

Database-driven music sales and download infrastructure.

Radio Player Technology

Custom HTML5-based audio playback and streaming interfaces.

Artist & Music Management

Track libraries, charts, downloads, metadata and administration.

Healthcare Technology

Conceptual development of large-scale healthcare communication and administrative systems such as HealthCharts/MedBill SA, demonstrating Malcolm's ability to apply software development skills outside the music industry.

19. MALCOLM LEWIS — THE MULTIDISCIPLINARY CREATIVE

Malcolm Lewis should not be defined by one job

title. He is simultaneously:

THE DJ

Creating experiences through rhythm, selection and performance.

THE PRODUCER



Creating original music, arrangements and soundscapes.

THE SOUND ENGINEER

Understanding the technical science behind audio.

THE RADIO PROGRAMMER

Turning music and broadcasting into structured programming.

THE SOFTWARE PROGRAMMER

Building the logic that makes digital systems work.

THE FULL-STACK DEVELOPER

Building applications from frontend interfaces through backend systems and databases.

THE GRAPHIC DESIGNER

Giving music and technology a visual identity.

THE CREATIVE DIRECTOR

Connecting individual disciplines into a coherent product.

THE ENTREPRENEUR

Building platforms rather than simply participating in them.

20. PROFESSIONAL POSITIONING

Malcolm Lewis represents a modern form of independent creative professional: someone capable of moving between artistic production and technical engineering.

His career demonstrates that music production and technology do not have to exist in separate worlds. They can be integrated.

His work spans the complete digital creative chain:

Create the music.
Engineer the sound.



Design the artwork.
Build the website.
Program the software.
Develop the radio platform.
Publish the work.
Build the audience.

That is the foundation of Malcolm Lewis's professional identity.

21. PROFESSIONAL BIO — SHORT VERSION

Malcolm Lewis is a South African DJ, electronic music producer, sound engineer, radio programmer, software developer, full-stack web developer and graphic designer. He is the founder of Flash Frequency Productions and the creative force behind projects spanning independent music, digital radio, broadcasting technology, web applications and digital media.

As a music producer, Malcolm's catalogue includes Deep House, House and Afro House releases distributed internationally, with his work appearing on platforms including Beatport and SoundCloud. His Flash Frequency Productions label has developed an extensive independent catalogue, including releases such as Golden Subway, True Self, Tides, Forever Yours, Ashes of the System, Different Signals and Flamboyant.

Beyond music, Malcolm develops software and web platforms using technologies including PHP, JavaScript, HTML, CSS and SQL/MariaDB. His technical work includes database-driven applications, administration systems, digital music platforms, streaming players and radio software.

His combination of music production, engineering, broadcasting, programming and design enables him to take projects from initial concept through production, software development, visual identity, broadcasting and digital distribution.

22. PROFESSIONAL TAGLINE

MALCOLM LEWIS

Music. Technology. Broadcasting. Design. Innovation.

**DJ | Producer | Sound Engineer | Software Programmer | Full-Stack Developer | Radio Programmer |
Graphic Designer | Creative Technologist**

Founder — Flash Frequency Productions



23. PORTFOLIO STATEMENT

Malcolm Lewis is not simply a creator working with technology. He is a creator who builds the technology behind the creative experience.

From the studio to the radio station, from the mixing desk to the database, from the album artwork to the web application, Malcolm's career is defined by one central principle:

Create it. Engineer it. Build it. Broadcast it.

His portfolio represents the convergence of music, software, broadcasting, design and independent entrepreneurship—a multidisciplinary approach that allows him to operate as both the creative mind and the technical architect behind his projects.

Professional Recognition & Digital Footprint

Malcolm's current public music footprint provides independent evidence of his production activity: Beatport lists him as an artist with releases under Flash Frequency Productions; the Flash Frequency Productions label page contains an extensive catalogue; SoundCloud contains his DJ and radio material; and public South African repertoire records identify Malcolm Lewis as producer on works released through Flash Frequency Productions.

This portfolio can therefore serve as the foundation for Malcolm Lewis's professional website, electronic press kit (EPK), media kit, label biography, artist profile, technology portfolio and corporate profile.