

# Music composition with Python and Linux

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I met Brendan Becker working in a computer store in 1999. We both enjoyed building custom computers and installing Linux on them. Brendan was always involved in several technology projects at once, ranging from game coding to music composition. Fast-forwarding a few years from the days of computer stores, he went on to write pyDance, an open source implementation of multiple dancing games, and then became the CEO of music and gaming event MAGFest. Sometimes referred to as "Mr. MAGFest" because he was at the helm of the event, Brendan now uses the music pseudonym "Inverse Phase" as a composer of chiptunes?music predominantly made on 8-bit computers and game consoles.

I thought it would be interesting to interview him and ask some specifics about how he has benefited from Linux and open source software throughout his career.

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[Linux Interviews](#)

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**Links:**

- [1] <http://www.tuxmachines.org/taxonomy/term/63>
- [2] <http://www.tuxmachines.org/taxonomy/term/119>
- [3] <https://opensource.com/article/20/2/linux-open-source-music>