

Music AI Accelerates Model Training with Vultr Bare Metal GPU Cloud




Music AI is using Vultr to advance the future of audio technology by empowering creators and enabling enterprise innovation. Their platform offers more than 45 proprietary AI modules — including stem separation, voice modeling, and real-time audio transformation — that unlock new creative and commercial possibilities. Their consumer app, Moises, has reached over 65 million users, while their enterprise-grade APIs and SDKs power products from record labels, developers, and audio hardware manufacturers worldwide.

To scale this ambitious product portfolio, Music AI needed faster access to powerful compute without unpredictable costs. Vultr's Bare Metal GPU Cloud became a key part of their AI infrastructure strategy.

Training smarter, scaling faster

Music AI builds tools designed for both technical and financial accessibility. Behind that simplicity lies a complex, high-performance stack: distributed training on PyTorch and Ray, real-time inference via Kubernetes, and multi-device delivery from cloud to embedded systems.

Training advanced audio models like stem separation and voice synthesis requires:

-  Consistent access to high-end GPUs
-  Distributed compute across large data sets
-  Predictable costs to avoid runaway cloud spend

"We were looking for a cost-effective way to run training workloads with 8xH100s. Vultr delivered exactly that," said Fernando Grunevald, software architect at Music AI. "Early access to high-end machines let us train our models faster and keep momentum across our engineering team."



Industry

Media and Entertainment

About Music AI

Music AI powers both the Moises app for creators and a growing B2B platform of APIs and SDKs. With 65M+ users, 33 language localizations, and proprietary models trained on fully licensed data, they're building the ethical, accessible future of AI in music.

music.ai

"Vultr plays a key role in our multi-cloud GPU strategy. It gives us flexibility without vendor lock-in."

Fernando Grunevald
Software Architect, Music AI

The right fit for AI-driven audio

Music AI uses Vultr's Bare Metal GPU servers with access to 8x NVIDIA H100 GPUs to power training workflows. Kubernetes ensures consistent operations across clouds, while Vultr's pricing makes it ideal for compute-intensive AI workloads.

Why Vultr?

- Competitive GPU pricing and availability
- Reasonable egress costs for managing large data sets
- Responsive support and onboarding experience
- Low-latency, high-throughput AI inference workloads

Recommended by Dell, Vultr offered the Music AI team the flexibility to align compute spend with model development timelines, helping them hit performance milestones without sacrificing budget discipline.

Built for global creators and enterprises

Music AI's global DNA is rooted in diversity, from its Salt Lake City founding to a distributed team across Brazil, the US, and Europe. This global perspective shapes how the company builds technology that's intuitive, culturally attuned, and widely accessible.

The platform is localized in 33 languages to reflect the musical traditions and technical realities of users worldwide. Vultr supports this mission by making high-performance AI infrastructure both cost-efficient and globally accessible.

Music AI relies on:

- **Vultr Bare Metal GPU Cloud:** to power large-scale model training with 8xH100 configurations
- **Consistent deployment via Kubernetes:** to support workload portability across regions
- **Predictable infrastructure costs:** to enable democratized access without compromising performance

"With a team spanning Brazil, the US, and Europe, Music AI leverages Vultr's global infrastructure, including the São Paulo data center to deliver reliable, low-latency experiences to our users everywhere."

Hugo Rodrigues, CTO at Music AI

Looking ahead: Scaling creativity with ethical AI

Music AI sits at the intersection of artistry and infrastructure. As they build tools for both creators and enterprises, reliable access to affordable, high-performance compute remains essential.

"With Vultr, we've found a partner that lets us scale without compromise," said Grunevald. "High-end infrastructure has traditionally been a blocker for startups working with audio AI, whether due to GPU scarcity, cost, or scaling limitations."

"Training is essential for developing AI systems that are accurate, robust, transparent, and capable of tackling real-world scenarios," added Hugo Rodrigues, CTO of Music AI. "As a pioneer of AI-powered music and audio, Music AI needs global access to NVIDIA GPUs to train its AI models confidently. This will position us well to stay at the forefront of innovation as a leader shaping the future of the music industry."

"Access to high-performance GPUs on Vultr Bare Metal GPU has been critical for both training and inference as we scale our AI audio models. From real-time voice transformation to stem separation, we can build and deploy faster without compromising cost or flexibility. Vultr's global infrastructure, especially its presence in Latin America, helps us serve millions of users and creators with low-latency experiences that push the boundaries of music and audio innovation."

Fernando Grunevald

Software Architect, Music AI

Get started today with your own Vultr success story.

Contact us at sales@vultr.com or visit vultr.com/sales

