

Roles

Software Engineer
Media Consultant
Project Manager
Server Administrator

Technologies

Languages & Frameworks

PHP & MySQL
HTML, CSS, JavaScript
Flash, AS3, Flex
Ruby on Rails
Objective C, Cocoa, RB
Ajax, jQuery, Prototype

Servers & Databases

Mac OS X Server
XSan
DeployStudio
Linux (RHEL)
MySQL
Oracle

Video Software

Final Cut Studio
Qmaster Clustering
FFmpeg development
Quicktime APIs

Video Hardware

Video signaling theory
System integration
Studio design and implementation
Hardware analysis and repair

Other Technology

Video Conferencing platforms (H.323)
Network planning and implementation
Encryption theory
Podcast Producer 2

Education

BA, Political Science	University of Minnesota	May 2004
Apple Developer Conference	San Francisco, CA	June 2009, June 2008

Titles

Media Specialist	University of Minnesota, CLA-OIT	October 06 - Present
Video Technology Consultant	University of Minnesota, CLA-OIT	August 04– October 06
Media Consultant	Saint Paul Neighborhood Network (SPNN)	October 04 – October 05
Freelance Media Consultant	Various	January 01-Present
Undergraduate TA, CLA-TV Studios	University of Minnesota, CLA-OIT	September 01 – August 04

Qualifications

- Ability to innovate and shepherd technologies from design to deployment
- Persistent inclination to learn new languages, frameworks, and technologies.
- Proven leadership & team management in an agile development environment.
- Ability to manage multiple projects & products concurrently.
- Strong communication & interpersonal skills with diverse clientele, including faculty and students.

Media Solutions

Media Mill: Digital Asset Management

<http://mediamill.cla.umn.edu>

Centralized media archiving, compression and distribution for the University community

- Designed and implemented system as a pilot, scaled up to enterprise-level usage
- Combined a variety of technologies to build a single fluid system, including PHP, Cocoa, RealBasic, clustered storage, clustered processing, Javascript, Flash and Web 2.0 design patterns.
- Created documentation and end user support strategies

Course Blender: An online learning framework

A collection of tools for moving courses from a physical classroom to an online environment

- Established overall vision and individual product design
- Managed four graduate student programmers creating applications in a variety of languages
- Worked with faculty and students to tailor the user experience

CLA Studio E

<http://studios.cla.umn.edu>

Cutting edge digital TV studio for education and professional production

- Designed, diagramed, installed and supported an end-to-end digital TV studio solution
- Worked with vendors to ensure compatibility and favorable pricing
- Created roadmap for future upgrades, based on a flexible media infrastructure

Discrete Cosine

<http://www.discretecosine.com>

Widely read blog about digital media technology

- Continually updated blog with more than 500 posts about media and development

Additional Work Experience

Saint Paul Neighborhood Network (SPNN)

<http://www.spnn.org>

Non-profit community television station and media production firm.

- Designed and wired linear editing suite
- Created wiring extensive diagrams for mobile production van
- Built and supported editing workstations for professional producers
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Divergent Media (June 2002 – present)

<http://divergentmedia.com>

New York-based video workflow software firm.

- Assisted with development of server architecture for Llamalog Digital Asset Management application.
- Preliminary research and engineering testing for Scopebox digital signal analysis application.
- End-user-documentation and format research for Clipwrap transcoding application.

Bucknell University (March 2008 – June 2008)

<http://bucknell.edu>

Private liberal arts University in Lewisburg, PA.

- Consulted on media management workflow
- Designed and implemented dropbox-based media compression application

Freelance Videography (Early 2001– June 2004)

Worked with a variety of media producers both on- and off-campus as a camera operator, grip, gaffer or other production assistant.