

## SELECTED EXPERIENCE

<b>Software Engineer</b>	<b>Mux Inc.</b>	<b>Sept 2024 - Present</b>
<ul style="list-style-type: none"><li>• Responsible for services ingesting/processing ~500,000 hours of video per month - <b>Go, Kubernetes</b></li><li>• Planned and implemented Dolby AC3 audio codec support, expanding audio delivery options for customers - <b>C++, Go, HLS, FFMPEG</b></li><li>• Expanded mezzanine storage codec to include HEVC source files. Highly impactful for our largest customer by cutting down video ingest times - <b>Go, HEVC, Grafana</b></li><li>• Created integration test framework for FFProbe, FFMpeg, and additional media binaries - <b>Go, Tilt, Kubernetes</b></li></ul>		
<b>Senior Software Engineer</b>	<b>Cinnafilm Inc.</b>	<b>June 2016 - Sept 2024</b>
<ul style="list-style-type: none"><li>• Core architect and developer of the <b>PixelStrings</b> video transcoding platform - Cinnafilm's flagship product and revenue generator. Platform has successfully delivered 100,000's of hours of video content across OTT, Broadcast, and Cinemas - <b>Python, Typescript, Flask, Angular, SQLAlchemy, MySQL</b></li><li>• Architected cloud infrastructure using <b>Terraform</b> for a resilient horizontally scalable video transcoding platform in <b>AWS and Azure</b>.</li><li>• Implementation of SRT into streaming engine (Tachyon Live) enhancing low-latency video transmission and improving streaming performance and reliability for users - <b>C++, C#, SRT, COM</b></li><li>• Implemented robust test suite to execute in <b>Docker</b> boosting <b>code coverage to 80%</b>. This initiative led to <b>30% faster</b> development cycles and <b>cut bug reports by 50%</b> - <b>Docker, Pytest, Python</b></li><li>• Created auto-generated documentation for APIs. Vastly sped up onboarding time for new API consumers leading to an API integration in less than a day - <b>Python, Pydantic, OpenAPI, Redoc, Jinja</b></li></ul>		

## PROJECTS

**Asset Veranda // Media Asset Management Software**  
Developed a high-performance MAM supporting audio and video playback, ingestion, tagging, and searching.  
• **Technologies:** C++ (Cross-platform Desktop Application), Python/Django (Web Interface and Server)

## TECHNOLOGIES AND LANGUAGES

- **Languages:** Go, Python, C++, JavaScript, TypeScript, HTML/CSS
- **Frameworks/Library:** sqlc, Flask, Django, FastAPI, SQLAlchemy, Pydantic, Pytest, boto3, stripe, Angular, Vue, HTMX
- **Media Libraries/Codecs:** MainConcept, OpenCV, SRT, FFmpeg, gstreamer, miniaudio, Blackmagic RAW SDK, H.264, HEVC, AV1, HLS, CMAF, fMP4
- **Tools:** Kubernetes, Tilt, Terraform, Ansible, Docker, Linux, Nginx, AWS, Azure
- **Databases:** MySQL, CockroachDB, PostgreSQL, SQLite, MongoDB, Redis

## EDUCATION

**DeSales University // Bachelor of Arts TV/Film, Minor in Business**  
2006 - 2010, Center Valley, PA