

Live video streaming in the FIFA World Cup

Hosted By
Adrian T.



Details

Agenda:
18:30 Welcome

19:00 Talk by Juanjo Ramos

19:45 Networking

20:30 Farewell

Talk:
Live video streaming in the FIFA World Cup

Abstract:
This talk is about the HTTP Live Streaming (HLS) technology that Apple developed and that you most likely use on a daily basis. I'll talk about it in the context of an app that I worked on for almost 1 year and that was picked by FIFA as the Replay Solution Provider for the FIFA Women's World Cup last summer.

In particular, in this talk I'll cover:

- The basics of HLS.
- Limitations it has.
- One limitation we found and how we solved the problem.

This talk is relevant to iOS, Android, web developers and any other platform that uses video.

Speaker: Juanjo Ramos
"I'm an Engineering Manager at Hudl working remotely out of Malaga. Hudl is a sports & technology company focused on helping teams to win and get better through video and data analysis.

I do 80% Engineering and 20% Management. So, rest assure that what I will be presenting is work that I did :). I've been doing mobile development since 2006 and iOS since 2009.

Lately, I spent most of my time working on macOS. Rather than a specific technology, I enjoy solving problems. Unless it is in JavaScript, then I do not enjoy it at all 😊".

Special thanks to our hosts for the session sync (https://sync.money). The address is at Calle Granada 46, very near "Casa Lola restaurant" (entrance through C/ San José).

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Wednesday, February 19, 2020

6:30 PM to 8:30 PM CET

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C. San José, 2 · Málaga, AN

How to find us

Entrance is in Calle San Jose, 2, planta 1, right beside restaurant Casa Lola.

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Juanjo R.

If you're like me and don't read the full description of the Meetups :,) one thing to call out is that this is not iOS specific. This talk is about video streaming and (mobile) players that implement the HLS protocol.

So, if you do Android, React Native, Flutter or UWP (if you do UWP, I really want to know), this might be applicable to you!

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