

Matthew M. Davoren

🏠 LOS ANGELES, CA. 91320

🔧 BA (VIDEO POST-PRODUCTION) - COLUMBIA COLLEGE CHICAGO

MEDIA OPERATIONS ENGINEER



WORK EXPERIENCE



NATIONAL FOOTBALL LEAGUE

MEDIA OPERATIONS ENGINEER

(JANUARY 2023 - PRESENT)

- Currently developing in Java to report on our storage metrics. Currently this code is designed to read a CSV filled with storage data and then subsequently write out another CSV that sums up all of the data and iterates over several different pieces of metadata. The end goal is for this to read directly from our MAM via API and then write out to a graphing tool such as Grafana.
- Designing a storage strategy for our assets that live on Dell ECS Object storage and AWS Standard storage. We currently have 70 Petabytes worth of ECS storage but are working on a better system for sending and retrieving content from AWS Glacier while keeping all of our stakeholders and users happy.
- Serving as an administrator for our Telestream transcoders and designing the various workflows and media profiles that our system requires.
- Going through old Java and Groovy code to figure out how we can make outdated workflows more efficient or dynamic for our user base.

MEDIA OPERATIONS MANAGER

(JUNE 2021 - JANUARY 2023)

- Collaborating daily with developers and software engineers in a scrum format to create hundreds of workflows for our media asset management system, Reach Engine.
- Interacting with various stakeholders around the league to make sure we ingest and subsequently publish their content to VOD partners such as Tubi, Peacock and many other streaming platforms.
- Managing Media Coordinators to maximize productivity within the scope of our team.
- Overseeing game day operations with thousands of assets coming into our system in a single day.
- Providing support for daily users and troubleshooting any issues they might encounter with our customized workflows in Reach Engine.
- Overseeing upgrades of our system and providing UAT to ensure little to no downtime with workflows.
- Advising on a technical level with our transition from Amazon Elemental Transcoders to Vantage Telestream.
- Coordinating a storage upgrade for our Dell ECS Servers with our partner, Northfield IT.
- Cleaning up our Sharepoint directory so our team has clear and concise documentation along with reports and logs from reach engine for quarterly tracking and data analysis.
- De-bugging fails and stalls in Reach engine to minimize the amount of noise our system can create when new workflows are introduced.



SPOTIFY

MEDIA MANAGER

(MARCH 2020 - JUNE 2021)

- Managed and delegated all work and responsibilities for our Media Coordinators. I ran daily standup meetings every morning as well as focused on career and growth development with one on one meetings every single week.
- Used Asana to track workloads for each of our Coordinators to help reach our deadlines and to ensure that no one person was ever overloaded with projects.
- Assisted our Post-Production Engineer in taking our team from an external hard drive based workflow to a shared storage network with a cloud based asset management system.

- Constructed numerous workflow models for Frame.io & Iconik with video and podcast stakeholders. This included custom delivery methods to watchfolders along with ACL management for users and groups.
- We expanded our on prem storage even further with the buildout of our new campus in Los Angeles. This requires calculating enough storage for assets to live on premise for a calendar year and working with the build team to ensure our recording studios have enough fiber ran to them.
- Had a deep understanding of both the front end to the back of our MAM's to affectively manage solutions for past and present media.
- Managed onboarding of new users to our MAM and many of the other software tools we used in any one of the 5 studios we interacted with.
- Created consistent and concise documentation for all of our workflows, software and technical operations with the end goal of being able to communicate effectively to co-workers with and without a tech heavy background.
- Became the face for every single tutorial video for our MAM. There are close to 30 of these videos that get deployed to every single user.
- Designed our user group system for 5+ studios each with different ACL requirements.
- Designed our Metadata Schemas for 5 different studios and our b-roll database.
- Designed our workflow for external partners delivery which involved a combination of placeholders within our MAM and a WAN accelerator tool called MASV that we connected to a watchfolder in GCP.
- Pivoted at a moments notice during Covid-19 to assist our Head of Post-Production Technology in coming up with completely remote working solutions. We began by using Jump Desktop to remote into our stations but have pivoted to a more permanent solution with a product called, Lucidlink, which uses the cloud to stream files to your computer. The GUI is mainly in Finder on a Mac so the user experience is nearly identical to working on a NAS.

MEDIA COORDINATOR

(MAY 2019 – MARCH 2020)

- Serviced our edit stations in a new studio and assisted with installing upgrades, patching fiber, Cat6 and getting everyone successfully on our network and storage system.
- Served as support for all video and podcast editors on Mac OS with Adobe CC Suite and Pro Tools.
- Coordinated media sync meetings between production teams and our post-production staff to ensure the DIT had the correct drives and was offloading safely using check-sum file transfer programs such as Shotput, Hedge or Chronosync.
- Recieved footage from daily shoots and archived them safely to our NAS and cloud systems.



DICK CLARK PRODUCTIONS

(NOVEMBER 2018 - FEBRUARY 2019)

POST-PRODUCTION COORDINATOR

- Served as the Post-Production Coordinator for the 2019 *Golden Globe Awards* at the Beverly Hilton Hotel.
- Oversaw the completion and delivery of packages and assets for the red carpet ceremony.
- Coordinated all technology on site and ensured a direct feed to our broadcast trucks.



CREATE MUSIC GROUP

(JANUARY 2014 - FEBRUARY 2015)

VIDEO EDITOR

- Edited music videos for a variety of musicians and social media stars in Adobe Premiere.



EDIT BUILDER

(FEBRUARY 2013 - FEBRUARY 2015)

DESKTOP SUPPORT TECHNICIAN

- Assisted our Lead Engineer in building post-production edit bays for post houses around the Los Angeles area.
- Main part of my duties was to swap out hard drives, processors and GPU's and then reinstall Mac OS systems on Mac Pro Towers, iMacs and "trash cans."
- Staying up to date on all the latest trends within the post-production world and sending out newsletters to our clients.
- Scheduled pickup and delivery orders for post houses and individual customers.



CARS.COM

(JUNE 2011 - SEPTEMBER 2011)

MULTIMEDIA INTERN

- Assisted production crew with filming weekly car reviews.
- Recieved hands on experience with editing car reviews in post-production with Final Cut 7.
- Traveled with the team to the Michigan Ford Proving Grounds to get footage of the new line of pickup trucks. This involved filming on the raceway tracks and on their custom built rough terrain.
- Learned to collaborate efficiently with different teams in an office environment.



FREELANCE

Backstreet Boys - Chances (2018)	Music Video	Production Manager
Exorcism at 60,000 Feet (2018)	Feature Film	Production Manager
Bad Bunny - Quién Tu Eres (2018)	Music Video	Production Manager
JoJo Siwa - High Top Shoes (2018)	Music Video	Production Manager
Cynthia (2017)	Feature Film	Production Manager
People Magazine (2017)	Commercial	Production Manager
Thomas The Tank Engine (2016)	Commercial	Production Manager
Mattel Turbo Flip (2016)	Commercial	Production Manager
Aj MCclean (Backstreet Boys) – Live (2016)	Music Video	Producer
Poo Bear Feat. Tyga & Justin Bieber (2016)	Music Video	Producer
Josh Devine (One Direction) – Fire (2016)	Music Video	Producer

ADDITIONAL SKILLS & EXPERIENCE



- Proficient in Mac OS, Windows and Linux, VS Code, IntelliJ IDEA, MAM's - Reach Engine, Frame.io, Editshare and Iconik, GCP and AWS administration, Vantage, Elemental, Asana, Lucidlink, Aspera, MASV, Remote Desktop Software, Airtable, Avid, Final Cut Pro, Adobe Premiere, After Effects, Photoshop, and Illustrator.
- Experienced with supporting NAS and SAN storage systems, command line/system administration, managing post-production teams, creating budgets, server management, and vendor agreements.
- Currently developing junior level projects in Java, Javascript, MySQL, HTML and CSS.
- Hobbies include building computers and geeking out on anything tech. My current PC run's both Windows and Linux Ubuntu and includes a Plex server for all of my media.