

Matthew M. Davoren

🏠 VENTURA, CA. 93004

🎓 BACHELOR OF ARTS - COLUMBIA COLLEGE CHICAGO

🌐 MATTHEWDAVOREN.COM



SEEKING ENTRY-LEVEL DEVELOPER ROLES

"Driven and enthusiastic aspiring developer with a deep-seated passion for building code and a relentless drive to learn and grow. I'm eager to use my background and life experiences to help assist me in an entry-level developer role."

WORK EXPERIENCE



NATIONAL FOOTBALL LEAGUE

MEDIA OPERATIONS ENGINEER

(JANUARY 2023 - APRIL 2024)

- Collaboratively refining automated workflows with fellow engineers, aimed at optimizing game day operations. This encompasses the development of graphical representations and detailed reporting frameworks for system ingestions, exports, and overall health assessments.
- Producing and managing JSON configuration files to facilitate data interchange.
- Architecting intricate non-linear metadata schemas to support complex data organization and retrieval needs, enhancing system flexibility and performance.
- Conducting in-depth analysis and troubleshooting of Java application error logs to identify and rectify system anomalies, ensuring operational reliability.
- Serving as an administrator for our Telestream transcoders and designing the various workflows and media profiles that our system requires.
- Curating and continuously updating a comprehensive 75-page operational manual, which includes an extensive array of workflows. This document is enriched with direct links to web-based diagrams and historical Jira ticket references, serving as a vital resource for system operation and maintenance.

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 direcorey 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.



ADDITIONAL SKILLS & EXPERIENCE

	Novice	Competent	Expert
Java	<div></div>		
Maven/dependencies	<div></div>		
Git	<div></div>		
Spring Boot	<div></div>		
HTML	<div></div>		
CSS	<div></div>		
AWS Admin	<div></div>		
GCP Admin	<div></div>		
Linux	<div></div>		
Agile/Scrum/Kanban	<div></div>		
Jira	<div></div>		
Troubleshooting	<div></div>		
Debugging	<div></div>		
SQL	<div></div>		
API's	<div></div>		
Docker	<div></div>		
IntelliJ	<div></div>		
VS Code	<div></div>		
Media Asset Management Systems	<div></div>		
Transcoders	<div></div>		
Video Codecs	<div></div>		