

Matthew Davoren

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WORK EXPERIENCE

National Football League (NFL), Los Angeles

Media Operations Engineer

06/2021 - 04/2024

- Identified 23 large storage inefficiencies by developing Java code with Maven dependencies to analyze Dell ECS object storage, leveraging advanced data structures such as tree maps and hash maps for efficient data manipulation and retrieval.
- Rectified hundreds of system anomalies and ensured operational reliability by debugging and troubleshooting Java application error logs and JSON configuration files.
- Provided critical system insights for game day operations using SQL database queries to build Grafana dashboards that increased efficiency by 50%.
- Ensured smooth system functionality and user satisfaction during 9 upgrades and hundreds of workflow changes by providing Quality Assurance (QA) and User Acceptance Testing (UAT).
- Improved accessibility and legacy knowledge by curating a 75 page runbook for an extensive array of workflows, featuring direct links to web diagrams and historical Jira ticket references.

Spotify, Los Angeles

Media Manager

05/2019 - 06/2021

- Assessed storage requirements for 4 petabytes of objects through a comprehensive storage expansion analysis.
- Resolved data transfer challenges to external partners by deciphering Linux CentOS error logs.
- Addressed significant security issues by creating unique Access Control Lists (ACL) and clearance requirements, ensuring security protocols were upheld.
- Solved network fragmentation issues by patching fiber and Cat6 connections to seamlessly integrate 54 users onto the network and storage infrastructure.

PROJECTS

Internet Television, Java 17, Spring Boot 3, MySQL, HTML, CSS, Javascript

- Developed an online television platform that streams live feeds from an NGINX RTMP server, leveraging FFmpeg for transcoding and the HLS protocol for delivery. This full-stack project utilizes Java Spring Boot 3 for the backend, with HTML, CSS, and JavaScript powering the frontend

SKILLS

Languages: Java 17, SQL, HTML, CSS, Javascript, Bash

Build Tools and Frameworks: Maven, Gradle, Spring Boot

Software Development Methodologies: Agile (Scrum), Kanban

Cloud Computing: AWS, GCP

Version Control: Git

Software and OS: IntelliJ, VS Code, Postman, DiffMerge, MySQL Workbench, Linux Ubuntu and CentOS

EDUCATION

Columbia College Chicago

Bachelor's Degree