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I am a software applications developer with experience in the web, streaming media, data platforms, and digital media production industries. My experience and work focus on web applications development, user experience design in content management systems for media publishing, data access applications for big data processing and data visualization, cloud computing, and interactive media content production and delivery. I enjoy researching emerging technologies and employing holistic analysis to solve problems in a forward-thinking manner.

PROFESSIONAL EXPERIENCE

DISNEY CONSUMER PRODUCTS AND INTERACTIVE MEDIA, Seattle, WA **Senior Applications Developer, 2013 - present**

Develops Web applications and tools for data exploration, data visualization, data driven Web services, and integration of cloud platforms for the analysis of behavioral user patterns in mobile and social games, and Disney Web properties. My most relevant projects are:

- Prototyping and designing user interfaces in data driven tools in Web applications. Work includes basic UX design of interfaces, mockups and preliminary prototypes.
- Developing a Web based data access management system that provides data exploration and data access extraction for the analysis of user experiences in interactive mobile games, social games, and Disney Web properties.
- Integration of cloud based marketing management platforms into internal Web based tools for the creation of marketing campaigns to target and engage new users in mobile games and Disney Web properties.
- Developing of data access REST APIs which provides Web services to publish time series data sets for near real time data visualization, data search, and computing of data metrics.

CBS CORPORATION - CBS Interactive - TV.COM , San Francisco, CA **Staff Engineer – TV.com, 2011 - 2012**

Developed Web applications and a media content management system for TV.com, an online TV guide with 20 million unique visitors each month. Main achievements included:

- Developing web apps in content management systems for the publishing of media content on TV.com.
- Automating content acquisition and processing of metadata from television partners (ABC, HBO, etc) for publishing on public site. Content includes video assets, closed captioned metadata, trans-coding of video, generation of thumbnails, publishing of content to CDNs, and integration of third party video publishers.
- Configuring Web servers and media assets for integration with content delivery networks for the publishing of video and media across different geographical regions.

THE WALT DISNEY ANIMATION STUDIOS, Novato, CA
Technical Director, Applications Developer, 2008 - 2010

Worked as digital media artist and software engineer for the production of motion capture animated films.
Feature films include A Christmas Carol and Mars Needs Moms. Main projects included:

- Building of miniature sets and floor plans to support the visualization of concept designs prior and during the construction of digital sets in 3D virtual environments.
- Assisting in the compositing of 3D virtual sets with live action and matte painting backgrounds.
- Modeling of virtual sets and assisting in the management of digital assets in content management systems.
- Developing an image proxy plug-in app that allows users create, resize, and assign lower/medium/high resolution texture bitmaps to geometry to increase shot scene efficiency and user interaction in 3D space.

SONY PICTURES ENTERTAINMENT - IMAGEWORKS, Culver City CA
Senior Production Services Technician, March 2008 – June 2008

Assisted in the technical aspects for the production of the motion picture “Valkyrie”, directed by Bryan Singer..
Main duties included:

- Managed digital image data throughout the production pipeline and participated in the development of tools to automate common tasks to improve and optimize production workflows.
- Interfacing with on-set feature production and editorial for the daily ingestion of film content for storage and tracking of shots.

HARVARD UNIVERSITY – Faculty of Arts and Sciences, Cambridge MA
Software Engineer, 1999 - 2006

Developed and architected a media production system for the online publishing of streaming media content for the first distance education program at Harvard. Main achievements included:

- Developing a content management system that integrates web content generators, media content archiving, publishing to web and video servers, non-linear video editing apps, and metadata generators for the embedding of JavaScript events into video streams.
- Developing a distributed end-to-end multimedia ingestion and processing video platform to automate real-time processing of video, audio, web and streaming media content production cycles. This included the real-time compression and trans-coding of video and audio for multi bit-rate and adaptive bit-rate streaming, color correction, audio enhancements, and synchronization with other multimedia content.
- Designing front-end Web interfaces with embedded streaming video and audio controls and synchronized multimedia components for adaptive and multi-bit rate streaming presentations.
- Designing Web applications to provide access to production tools, systems monitoring and video encoding scheduling and live encoding pre-visualization.

EDUCATION

Studies in Mobile Applications Development

University of California Extension Santa Cruz, Santa Clara, CA

Coursework included Java Programming, Introduction to Developing Applications for Android Mobile Devices, Advanced Android Development, Object-Oriented Design, Introduction to Developing Applications for iPhone and iPad, and Mobile Interface Design.

Master of Arts in Media Arts, 2007

Emerson College, Boston MA

Coursework included Video Field Production, Computer Animation, Graduate Studies in Film, Sound for Image, and Media Theory and Criticism. Masters project focused on the production of a short original fictional narrative composed by live-action performance captured on high-definition video conveyed with CGI. The goal of the project was to explore virtual interactivity and real-time pre-visualization techniques for the conveying of live action elements with 3D image sequences.

Graduate Studies in Computer Science, 2003

Harvard University, Cambridge MA

Coursework included Unix Systems Programming, Web programming in Perl, Advanced Topics in Data Networking Protocols and Internet Architectures, Computer Networks, Java for Distributed Computing, and Database Management Systems.

Graduate Certificate in Applied Sciences – Software Engineering, 1999

Harvard University, Cambridge MA

Coursework included Introduction to Computer Science using C and C++, Data Structures and Algorithms, Communication Systems and Technology, Electronic Communication, Communication Protocols and Internet Architectures, Object Oriented Software Engineering, and Client/Server Computing. Research papers and programming projects focused on the study of computer network systems, network programming, implementation residential broadband services, and integration of multimedia services over high speed networking systems and the Internet.

Bachelor Degree in Business Administration, 1998

Panamerican University, Mexico City

Coursework included micro and macro economic studies, marketing research, production and operations management, public and private finance, international trade economics, mathematics and research operations.