

# NICK SCARAMUZZO

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## FRONT-END DEVELOPER IN THE MAKING

- 12+ years of professional expertise in post production and broadcasting for award-winning television and 6 years in technology
- Devised solutions and adapted to advancements in broadcast technology
- Shrewd negotiator with a personal demeanor that established strong relationships within the fields of entertainment, marketing, design and engineering.
- Looking for front-end web development as part of the next phase of his career

**HARD SKILLS** HTML5, CSS3, JavaScript, JQuery, Bootstrap, WordPress, MAC and PC Prof. MS Office & Visio

**LANGUAGES** French, Italian

**EDUCATION** BS, Educational Theater and Studio Art, New York University, NY  
Project Management, Harvard School of Business Manage Mentor Program

**AFFILIATIONS** Producers Guild of America

## TECHNOLOGY EXPERIENCE

### PROJECT ENGINEER

2013 – 2015

**Evertz Microsystems Ltd., Los Angeles, CA & Reading, UK**

I worked on a Media Asset Management System for Disney LA, Disney UK and NBCU International using JavaScript, XML, and HTML. I developed working specs for workflows required by the client such as those for Standards & Practices. I also performed as a Solutions Architect providing diagrams for potential workflows for the Disney Argentina Proposal, NBCU Englewood Falls and Globecast Asia.

### PRODUCT MANAGER

2012 – 2015

**Neochrome, Los Angeles, CA**

Drove two start up mobile/web apps. One was a tool for web designers to build and provide quotes to clients and the other was a crowd sourced listing app that would take your lists, upload them and submit them for additions of further list items. For example, you may have a camping list, but somebody else also wants your list and maybe adds some items and then reposts it. This would continue until a master list with everything anyone wants to know about camping is on the list. I ran Scrum meeting, set deadlines, and drove the decision making process in which I was fully engaged.

### PROJECT MANAGER & CONSULTANT (Contract Work)

2008 – 2013

**Media Mash, Santa Monica, CA**

Consulted on and produced video projects/industrials for potential and existing clients such as a proposal to take on the Cal-Neva hotel. Managed the branding and design team for that real estate development company. Also managed product design such a line of pet toys for Petco Charities.

### ASSISTANT & CONSULTANT — POST PRODUCTION

2009 – 2012

**Fox Technology Group, Los Angeles, CA**

Consulted on various projects from problem solving broadcast technical issues for “The Killing” to devising file-based workflows as for a radio station database. Edited technical manuals for engineers that are used by Fox television stations today. Supervised demos with various vendors such as Adobe. Kept up on emerging technologies in the field of media distribution and network broadcasting such as 4K video. Provided backbone support to the EVP & Principal Engineer of Digital Television Research & Development.

## ENTERTAINMENT EXPERIENCE

### ENTERTAINMENT — Post Production Supervisor/Coordinator

1997 – 2009

*Curb Your Enthusiasm*, HBO Television

2008 – 2009

*Deal or No Deal*, Endemol USA

2008

*Journeyman*, 20th Century Fox Television

2007

*Day Break*, Touchstone Television

2006

*Scrubs*, Touchstone Television

2001-2005

Supervised and managed post-production departments for award-winning television shows. Built adaptive workflows such as transitioning from an AVID environment to a Final Cut Pro one to solve time management and budgetary issues. Worked with vendors on negotiating rates and supervised sessions such as those for Color Correction and ADR. Issued final budgets, schedules, and delivery requirements. Responsible for concurrent \$2.5M projects insuring deliverables and exceeding expectations.