

I'm an experienced (10+ years) software engineer, systems architect, technical lead and engineering manager. I specialize in greenfield development, innovation, microservice architectures and online video distribution systems.

Patents:

USPTO 16/040,900 - Systems & Methods for Securely Generating Live Previews

Application pending.

USPTO 16/138,604 - Systems & Methods for Generating Individualized Playlists

Application pending.

Roles:

Sept 2018 - Present | Integral Ad Science

OTT Team Lead

Helping build the next generation of ad-measurement solutions.

Mar 2018 - Oct 2018 | FuboTV

Research & Innovation Engineer

The Research & Innovation team focused on rapidly implementing complex tactical projects and working with patent attorneys to document and pursue protections for core parts of FuboTV's IP.

Oct 2016 - March 2018 | FuboTV

Video Technical Lead & Team Manager

I was the first hire to start working on FuboTV's OTT video ingest and distribution infrastructure. As the chief-architect and lead engineer I did initial rounds of coding myself over a frenzied rush of 16 hour days, eventually building out 3 teams underneath me totaling 18 engineers and 7 direct reports. These systems support the international distribution of over 1,500 video streams to as many as 500,000 concurrent users, full cloud based DVR functionality, and support for SCTE224/35 switching for networks with a dynamic topology.

Jun 2015 - Aug 2016 | Perka

Software Engineer

I was part of the team responsible for maintenance and design of stable, performant, mission critical backend systems. My work focused on finding a safe way to migrate all production data from a custom relational data system built on top of Cassandra to PostgreSQL.

Jan 2015 - March 2015 | ESPN

Data Platforms & Architecture - Development Engineer

Data Platforms & Architecture group was responsible for the design, implementation, maintenance, and ongoing operation of production APIs leveraging a diverse set technologies meant to increase the efficacy of human users (butts-in-chairs) during the life-cycle of content creation and distribution both in-house and from remote locations.

Oct 2010 - Jan 2015 | ESPN

Technology Innovation Team - Associate Development Engineer

The Innovation Group's charter was to prototype a vision of how ESPN might look 3-5 years out by pushing current technologies to their absolute limit. Consider ESPN a factory for data about sports rather than a TV network. That data comes in many forms: 24x7 live-linear streams, clips, shows, web pages, database tables, etc. The innovation team devised new ways of connecting these disparate sources of data to create compelling end-user experiences and new capabilities for in house tooling.

Jan 2008 - Dec 2009 | Peak Systems

Technician

Provided on-site troubleshooting and repair for desktop PC systems (hardware), 3rd-party software, Microsoft Products, networking, etc. for secure data entry facilities on air-gapped networks.

Jan 2007 - Dec 2009 | University of Vermont

Student Research Assistant

Research in social networks, complex systems, and automated emotional classification of online text. We were the first team to measure the happiness of Twitter in real time. The team's work was covered in the New York Times and published as a letter to the journal Nature.

Education:

2006 - 2010	University of Vermont	Computer Science & Philosophy
2000 - 2004	Weston High School	
2002	HCSSiM	
2003	HCSSiM	