



RAUL MANSILLA

Senior Solutions Architect
Amazon Web Services
June 2022 - Present

Technically leading the biggest M&E Enterprise accounts in Iberia (6M€ ARR) such as Mediaset, Atresmedia, Grupo Mediapro, Grupo Prisa and Grupo Godó as well as some FSI customers such as Unicaja, Cajamar, KutxaBank, Redsys, Seguros Pelayo, Caser y Seguros Ocaso. Migrations, App Modernization, Cost Optimization, Media Workloads, Public Speaking, Customer Obsession.

DOB:

23/06/1979

ADDRESS:

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EXPERIENCES

THE WALT DISNEY COMPANY LEAD MEDIA ENGINEER - DMED

April 2021 - June 2022

Linear Channels, Solutions Architect, Cloud Architecture, AWS Cloud, DevOps, Media Workflows, CI/CD, AWS, Python, API, Prefect ETL, Serverless, Backend Development.

OVERON ENGINEERING R&D MANAGER

April 2014 - April 2021

Developed products like Encoders, Decoders, Recorders, Mosaics, SRT devices, HLS transcoders. Run two CDTI projects (2M€ funds) DSNG IP and Streaming Over Satellite.

PLAYOUT ENGINEER (FOX)

Sept 2011 - April 2014

Omneon, GV K2EDGE, K2 Summit/Edge, Harris, Screen Subtitling, Softel Subtitling, Compliance Recording, Gorilla MAM, Flipfactory, Vantage, GPI/GPO, Cuetones, Graphics, CCNP Routing.

MCR/NOC MANAGER - ENGINEER

August 2004 - Sept 2011

Managing people and resources for MCR & NOC depts. Design Services Architecture. CCNA. As engineer, broadcast live operations, service troubleshooting, write docs, helpdesk.

TECHNOLOGY

Python



AWS



CI/CD



Serverless



Broadcast



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EDUCATION

CEV

TELECOMMUNICATION AND COMPUTER SYSTEMS

Sept 2002 - Jun 2004

Expert in the definition, analysis and development of projects for telecommunications and computer systems. Telephony. Local networks and data -transmission. Audiovisual production centres. Operation of radio and television systems. Broadcasting. Central control of television systems. Single - and multi -user computer systems. Multimedia systems.

SOUND

Sept 1999 - Jun 2001

Defining and performing the capture and recording and post production of sound in AV productions. Defining and performing the capture, recording and broadcasting of sound in radio productions. Defining and performing the capture, recording and treatment of sound in musical productions. Defining co-ordinating and implementing the PA systems in shows and/or events.

U.P.M.

IMAGE&SOUND TECH ENGINEERING

Sept 2001 - 2004 (Not Finished Yet)

Acoustics, Video and Audio Encoding, Video and Audio Processing, Video and Audio Capturing, Physics, Algebra, Calculus, Electronics, Robotics, Circuits, Programming, Computer Networks...

SKILLS



English



Communication



Team Work



Creativity



Leadership