RAUL MANSILLA

Lead Media Engineer

17+ years working in the Media Sector. From MCR/NOC Engineer, PlayOut Engineer, Engineering R&D Manager at Overon to Lead Media Engineer at The Walt Disney Company where I´m involved in Solutions Architecture, Devops, CI/CD, Backend Dev, Cloud Migrations & Deployments, App Modernization, Containers, Serverless, AWS Cloud.

DOB:
23/06/1979

ADDRESS:
C/SITIO DEL ESCORIAL 14,1A
28054, MADRID, SPAIN

PHONE:
+34 657 76 14 93

EMAIL:
RMANSILLASOTO@GMAIL.COM

/rmansillasoto   /raulmansilla

@rmansillasoto

EXPERIENCES

THE WALT DISNEY COMPANY
LEAD MEDIA ENGINEER - DMED
April 2021 - Current

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
- Containers
- Broadcast

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