

Cameron Villers

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SUMMARY

IT professional with experience in software development, IT and cloud operations, and media technology. Particular experience in systems development and integration on both Microsoft and Linux platforms. Significant knowledge of database development, high-volume data processing, and systems administration.

TECHNICAL EXPERTISE

Languages: Python, Perl, C#, TypeScript, SQL, C++, Shell scripting (sh, PowerShell)

Technologies: Linux, Windows, AWS, Web development (ASP.NET, Angular), Git, CI (GitHub, GitLab, Jenkins), Ansible, Salt

WORK EXPERIENCE

Media Software Engineer, castLabs Mar 2023 – Present

- ◊ Designed and implemented asset management workflows for the company's in-flight entertainment distribution platform.
- ◊ Developed features for the company's Video Toolkit cloud media encoding service.
- ◊ Implemented infrastructure-as-code solutions using the AWS CDK and Elastic Beanstalk.

Software Engineer, NBCUniversal Mar 2022 – Mar 2023

- ◊ Designed and implemented media asset management workflows within the company's Global Media Operations organization.
- ◊ Developed internal microservices supporting key workflows and vendor products.
- ◊ Defined requirements for media management, acquisition, and delivery to partners.
- ◊ Worked closely with key stakeholders on internal teams to implement product development and systems integration projects.
- ◊ Implemented infrastructure-as-code solutions using the AWS CDK, which supported both internally-developed software and vendor solutions.

Senior Systems Engineer, Vizrt May 2021 – Mar 2022

Systems Engineer, Vizrt Aug 2018 – May 2021

- ◊ Designed, implemented, and deployed end-to-end media asset management solutions as part of a global professional services team.
- ◊ Developed custom functionality and integrations with external systems to extend the MAM platform, including both backend services and frontend user interfaces.
- ◊ Defined customer requirements for internal R&D teams to enhance the asset management and transcoding platforms.
- ◊ Developed infrastructure-as-code solutions to deploy products to customers using AWS CloudFormation.
- ◊ Implemented new tools and technologies for internal processes and workflows.
- ◊ Modernized build processes by migrating from legacy version control to Git, and implementing continuous integration pipelines with Gitlab CI.
- ◊ Worked with customers remotely and traveled on-site as necessary for project commissioning and deployment.

Project Engineer, Evertz Microsystems Feb 2017 – Aug 2018

- ◊ Designed, implemented, and deployed end-to-end media asset management and linear playout solutions.
- ◊ Worked with customers to design workflows for file-based content management and developed custom functionality as necessary.
- ◊ Led adoption of Python for developing new custom solutions.
- ◊ Set best practices and internal team standards for project implementation, code quality, and documentation for the enterprise support team.
- ◊ Defined customer requirements for internal R&D teams to enhance the asset management, playout, and transcoding platforms.
- ◊ Worked with customers remotely and traveled on-site as necessary for project commissioning and deployment.

Software Developer, RIMES Technologies Dec 2013 – Feb 2017

- ◊ Developed software supporting the company's internal infrastructure and processes.

- ◊ Implemented new software and maintained existing products using Python, Perl, C#, C++, and SQL.
- ◊ Led development on multiple projects, including a systems integration project with a major client and a new managed service.
- ◊ Worked closely with global R&D, data, and operations teams to enhance software and troubleshoot companywide processes.

Software Developer, BlueSky ETO

Jan 2013 – Nov 2013

- ◊ Developed bespoke full-stack marketing and print automation solutions for clients, using C#, ASP.NET and AngularJS.
- ◊ Assisted in systems integration of third party products.
- ◊ Coordinated and performed regular releases of products to clients.

System Administrator, University of Hartford, Department of Computer Science

Sep 2008 – Jan 2013

- ◊ Maintained Windows, Linux, and Solaris servers and clients.
- ◊ Implemented new technologies such as Nagios monitoring, a Zimbra mail server, and VMware virtualization.
- ◊ Oversaw migration to Windows 7 and Windows Server 2008 and 2008 R2.
- ◊ Made purchasing and hiring recommendations and trained new hires.

Broadcast Engineer, University of Hartford Student Television Network

Sep 2008 – Dec 2012

- ◊ Operated and maintained broadcast media facilities in the station's office, edit suites, and studio.
- ◊ Managed Active Directory, Microsoft Exchange, networks, and other IT systems.
- ◊ Served as the station's chief engineer for the 2009-2010 academic year and director of IT for the 2009-2011 academic years.
- ◊ Oversaw and carried out the implementation of several major upgrades including a new newsroom production system, upgrade to Avid Media Composer, integration of video storage servers, and a new content management system for the station's website.
- ◊ Assisted in all aspects of live productions and pre-/post-production tasks as needed, and designing and building in-studio and live field productions.
- ◊ Trained engineers in carrying out the above duties.

OTHER
PROJECTS

Serverless photo album website

2021 – 2022

- ◊ Developed a photo album application for privately sharing family photos at low cost by implementing a serverless architecture.
- ◊ Used AWS Rekognition for automatic face detection in a large data set consisting of tens of thousands of photos.
- ◊ Implemented a frontend using Angular to view albums and navigate the collection across various facets.
- ◊ Deployed on AWS using the CDK to define the infrastructure as code.

IT and computer science tutoring

2015 –

- ◊ Tutored students in various areas of the information technology industry, many of whom were non-traditional students changing their career.
- ◊ Typical subjects included software engineering, web design, PC repair, and server and network maintenance.
- ◊ Worked with non-traditional students to help them understand the industry better and decide on their ideal career path.

Web scraper system

2016

- ◊ Developed programs to scrape data from structured web pages from specified web sites and load into a NoSQL database.
- ◊ Created analysis programs to analyze and correlate data for loading into an SQL database as an end-product.
- ◊ Developed an ETL pipeline using SQS to coordinate the scraping, parsing, loading, and analysis of data.
- ◊ Created continuous deployment scripts to enable rapid deployment of code to Linux EC2 instances.

News publishing website

2009 – 2013

- ◊ Developed a web content management system using ASP.NET MVC and ExtJS, backed by SQL Server, for use by the University of Hartford's Student Television Network.
- ◊ Initially developed during undergraduate years, with occasional maintenance and consulting thereafter.

EDUCATION

University of Hartford, West Hartford, CT
B.S. in Computer Science

Dec 2012