

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 Microsoft and Linux platforms, across on-premise and Amazon Web Services environments. Expertise ranges from small home-lab setups for self-hosting individual applications, to multi-region cloud services.

TECHNICAL EXPERTISE

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

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

WORK EXPERIENCE

Media Software Engineer, Castlabs Mar 2023 – Present

- ◊ Designed and implemented asset management workflows and product features for the company's content encoding platform.
- ◊ Implemented workflows for VOD and AOD ingest, delivery, and distribution, primarily focused on in-flight entertainment platforms.
- ◊ Led development of multiple integration projects, including a "near-live" IFE offering, and implementation of DDEX standards for processing digital audio.
- ◊ Developed features for and maintained the company's cloud media encoding service, Video Toolkit.
- ◊ Used the AWS CDK and Elastic Beanstalk to implement infrastructure-as-code solutions. These included serverless architectures using AWS Step Functions, Lambda, AppSync, API Gateway, DynamoDB, and ECS.
- ◊ Implemented continuous integration, automated testing, and deployment pipelines for existing monolith code-bases.

Software Engineer, NBCUniversal Mar 2022 – Mar 2023

- ◊ Designed and implemented media asset management and supply-chain workflows within the company's Global Media Operations organization, focusing on VOD delivery using the SDVI Rally platform.
- ◊ Developed internal serverless microservices and infrastructure-as-code solutions supporting key workflows and integration with third-party products. These used the AWS CDK to deploy solutions using AWS Step Functions and Lambda.
- ◊ Developed continuous integration and deployment processes.
- ◊ Defined requirements for media management, acquisition, and delivery to partners.

Senior Systems Engineer, Vizrt May 2021 – Mar 2022

Systems Engineer, Vizrt Aug 2018 – May 2021

- ◊ Designed and implemented media asset management solutions as part of a global professional services team, using the company's Viz One and Viz Story products.
- ◊ Developed custom functionality and integrations with external systems to extend the MAM platform, including both backend services and frontend user interfaces.
- ◊ Implemented cloud deployment technologies for customer environments using CloudFormation and Ansible.
- ◊ Defined customer requirements for internal R&D teams to enhance the core products and platforms.
- ◊ 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.

Project Engineer, Evertz Microsystems Feb 2017 – Aug 2018

- ◊ Designed and implemented end-to-end media asset management and linear playout solutions, using the company's Mediator, Overture-RT, and RenderX platforms.
- ◊ 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.
- ◊ Defined internal team standards for project implementation, code quality, and support documentation.

Software Developer, RIMES Technologies Mar 2015 – Feb 2017

Junior Software Developer, RIMES Technologies Dec 2013 – Mar 2015

- ◊ 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 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 a heterogeneous Active Directory environment with Windows, Linux, and Solaris servers and clients.
- ◊ Implemented new technologies such as Nagios monitoring, a Zimbra mail server, and VMware virtualization.
- ◊ Made purchasing recommendations and trained new hires.

Broadcast Engineer, University of Hartford, Student Television Network Sep 2008 – Dec 2012

- ◊ Operated and maintained broadcast media facilities and IT systems in the station's newsroom and studio.
- ◊ Served as the station's chief engineer for the 2009-2010 and IT director 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 design and build of in-studio and live field productions.

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.

IT and computer science tutoring 2015 – Present

- ◊ Tutored students in various areas of the information technology industry.
- ◊ 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 and decide their ideal career path.

Web scraper system 2016

- ◊ Developed programs to scrape data from structured web pages, analyze and correlate data, and load into an SQL database for other users to analyze data.
- ◊ Developed an ETL pipeline 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 2012
B.S. in Computer Science