

Robert Walch**Principal Engineer, Video Player at JW Player**

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Summary

Front end engineering lead with extensive product and services experience in media, advertising, and mobile industries. Builds software with a special focus on web performance and compatibility.

Skills

- Front End Development: JavaScript, HTML5 (Canvas, Video/Audio, MSE, WebGL, CSS3), SCSS, Webpack/Rollup, npm, XHR, JSON/XML
- Libraries and APIs: hls.js, jwplayer, video.js, Google Analytics
- Testing: karma, mocha, chai, sinon, wdio, cucumber
- Bash shell, HomeBrew package management on OS X, automated testing, and site deployment
- Source Control: Git, open-source, and private project management on github.com
- Media Encoding: FFmpeg, x264, HEVC, HLS/DASH/mp4, AWS MediaConvert
- Data analysis: Looker, Mode Analytics
- Back End: Apache, PHP, MySQL, RESTful Web Services
- Familiar with: Swift, Objective-C, Java

Experience**Principal Software Engineer, Video Player**

1/2017 – Present

Lead Software Engineer, Web Player

10/2013 – 1/2017

JW Player

New York, NY

- Maintain JW Player web video player library
- Maintain open-source video-dev/hls.js project
- Develop components of iOS and Android SDKs
- Troubleshoot streaming media issues
- Manage day to day engineering activities of the web player team
- Work with product managers on development and sprint planning based on product roadmap
- Develop and enhance web player features, including HLS transmuxing and playback
- Optimize code for performance and stability

Web Developer

7/2011 – 10/2013

- Senior Front End Developer building and deploying websites for large scale clients New York, NY
- Build responsive HTML5 sites for desktop and mobile using a variety of open source libraries
- Facebook Application Development with PHP and JavaScript Facebook APIs
- Capture key goal oriented campaign metrics with Google Analytics and other tracking tools

Web and Mobile Software Developer

2/2010 – 6/2011

Luxurious Animals

New York, NY

- Lead Developer on multiple website projects for clients such as HBO, TNT, CMT, Porsche, Esquire and Urban Daddy
- Architected Facebook Connect applications for client websites
- Developed HTML5 Mobile Website WebKit enabled browsers (iPhone, iPad, Android, WebOS)
- iOS app development and prototyping
- Setup and ran software versioning, website deployment, testing and bug tracking systems
- OpenGL optimization and programming for 2010 Esquire House real-time 3D installation

Product Development Manager

7/2007 – 10/2009

MTV Networks, Global Digital Media Group

New York, NY

- Responsible for mobile product development from concept to delivery
- Define functional specs, content requirements, information architecture and interaction design
- Build and deploy applications to the App Store with iTunes Connect
- Flash and ActionScript development for websites, on-air and mobile prototypes
- Work with multiple brands, technology teams and vendors (MTV, VH1, Comedy Central, Nickelodeon)

Senior Client-Side Developer

5/2005 – 7/2007

Vetro Corp.

New York, NY

- UI design and development for J2ME phones, BlackBerry, and Windows Mobile
- Translate business logic and functional requirements into elegant and usable interface designs
- Create database schemas and xml messaging specs for wireless devices and adapters
- Implement advanced features such as GPS tracking, Bluetooth barcode scanning and printing using device APIs and peripheral socket connection protocols
- Code client-side portion of wireless applications in J2ME, C++, XML, XPATH and Java-based scripting language

Lead Developer

3/2003 – 5/2005

SuperNova Productions

New York, NY

- CD-ROM and Web development with Lingo and ActionScript
- Develop interactive presentation engine with Director and Flash
- Create application architecture, documentation and prototypes
- Leverage Flash technology in Director and on mobile devices

Senior Lingo Programmer

2002-2003

Interactive Edge

New York, NY

- Create new functionality and optimize existing code for interactive presentations
- Streamline integration of code on large scale projects

Shockwave3D Developer

2002

vanDam.

New York, NY

- Develop prototype system for viewing interactive 3D maps
- Incorporate existing map data, graphics, and 3D assets of New York City into 3D demo
- Optimize 3D geometry and textures for best performance and quality
- Program UI, Camera Control and all other elements of the application

Director Expert Presentation Consultant:

ABC Primetime, ABC ESPN Sports, ABC Primetime

ADM Productions

New York, NY

- Build and update presentation slides and animation for broadcast
- Operate graphics station for ABC's Live Event
- Manage production flow with operators, designers and directors

Shockwave Programmer

2000-2002

Global Education Network

New York, NY

- Design and program Shockwave "Lecture Player" and system
- Synchronize Flash, QuickTime, RealVideo, Shockwave3D and subtitle text playback
- Directed producers, designers and asset creators on how to optimize playback, bandwidth and synchronization of animations with video soundtrack
- Develop 3D animations for Shockwave with 3DStudio Max and Lingo
- Created subtitle tool to aid production in performing the repetitive task of integrating transcript text documents

Lingo Programmer / Multimedia Trainer

1999 – 2001

Motion Over Time

New York, NY

- Developed Computer Based Training (CBT) CD-ROMs for Berlitz and Canon
- Programmer, Media Doctor and Support Specialist for Berlitz Online English Placement Test and Pepsi Cola CBT CD-ROM
- Certified Instructor of Macromedia's Authorized Curriculum for: Macromedia Director 6-7, Flash 3-4, Dreamweaver 3, Fireworks 3
- Instructor and Course Developer for Strata Studio Pro 3D workshop
- Taught medium size classes and one-on-one training

Education

The School of Visual Arts

New York, NY 9/1994- 6/1996

Majored in Computer Art, Illustration and Cartooning

Additional Information

Links

- Website <https://www.robwalch.com>
- GitHub <https://github.com/robwalch>

References

Professional references will be provided upon request