

# Andrew Lane

Broadcasting Engineer & Developer

## Curriculum Vitae

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### Profile

Creative broadcast engineer with a passion for creating high quality live productions that use innovative ideas and modern technology to enhance the viewing experience. My experience comes from a wide variety of freelancing work in which I have utilised and excelled at project management, software engineering, event management, ability to meet deadlines, agile development, working in high pressure environments and using interpersonal skills.

References are available on request.

### Employment

01/12/2015 - Present	<b>Broadcast Consultant Self Employed</b> Development of bespoke CasparCG client software + graphics renderers. Technical broadcast management, setup and operation. Varied roles depending on client requirements at live event (See Clients & Roles)
01/09/2015 - 02/09/2016	<b>Technical Architect Intern Atos UK (for BBC)</b> Working with Atos Technical Architects and Lead Technical Architects to develop high level solutions and PoC's for a variety of BBC services including broadcast critical and enterprise systems.
15/05/2014 - 01/12/2015	<b>Production Developer European Gaming League</b> Leading development of a CasparCG client solution with direct integration with internally developed API's for live data access. Producer and Director at live events
8/8/2013 - 31/8/2014	<b>Customer Assistant Waitrose</b> Assisting customers throughout the store with product recommendations, operation of PoS stations and stock control as part of a small team.

### Education

2013 - 2017	<b>University of Manchester</b> BSc Computer Science 1st Class
2007 - 2013	<b>Bedford Modern School</b> A Levels ICT - A* Product Design - A Maths - C

### Clients & Roles

FaceIT LTD	CasparCG Client Development Graphics Operator Broadcast Engineer LED Wall Operator Producer
ESL UK	Broadcast Management Technical Director Broadcast Engineer Graphics Operator Producer
European Gaming League	CasparCG Client Development Broadcast Management Technical Director Broadcast Engineer
Multiplay UK	CasparCG Client Development Technical Director Broadcast Management Replay Operator Broadcast Engineer

### Skills

#### Broadcasting Technologies:

CasparCG, Blackmagic Design, Ross Carbonite & Expression, Grass Valley, Broadcast Architecture, Integration & Automation, Newtek NDI, vMix, d3

#### Programming Languages & Platforms:

Java, C#, NodeJS, AS3, JavaScript, HTML+CSS, SQL, Redis, PHP, C, Python, VBA, bash, PowerShell

#### Applications & Operating Systems:

Adobe Creative Suite, MS Office, CasparCG, Windows (Server + Desktop), Mac OS X, Linux

#### Interpersonal Skills:

Leader, Motivational, Problem Solver, Responsible, Team Player, Helpful, Creative Thinker, Humorous, Collaborative