



SUMMARY

Full-stack software developer with a background in post-production and media asset management.

SKILLS



- HTML / CSS
- JavaScript
- Python
- Ruby
- React
- React Native
- Ruby on Rails
- REST APIs
- Sass
- Bash / Linux
- Selenium
- Object-orientation



- Final Cut Pro
- Adobe Creative Cloud
- Davinci Resolve
- Media Management
- FFmpeg
- CatDV
- StorageDNA
- Media Encoding

CAREER

Media Manager

Sim | 2019 - 2020 | NYC

- Handled all data I/O, managed 500TB SAN, LTO library, and vault for the finishing department.
- Collaborated with producers, conform artists, audio department, and editors to organize project assets.
- Wrote custom shell scripts to automate tasks like extracting metadata and encoding video files with FFmpeg
- Delivered assets to networks like Netflix, Hulu, and Viacom while adhering to MPAA regulations.

Media Manager / Video Editor

AT&T - Cyber Security Awareness Department | 2016 - 2019 | Bedminster, NJ

- Managed the acquisition and archiving of all assets using SharePoint, CatDV, and StorageDNA.
- Maintained 96TB SAN, and was responsible for troubleshooting hardware, software, and network issues.
- Cameraman and editor on the weekly Cyber Security show "ThreatTraq."

Freelance Video Editor

2014 - 2020 | Weehawken, NJ

- Managed the entire post production process and schedule for multiple simultaneous projects.
- Evolved services over time for long term clients to include website creation.

Editor / Post Supervisor

Custom Video Productions | 2005 - 2014 | Red Bank, NJ

- Established workflows and systems for media acquisition, storage, and delivery.
- Maintained company database with FileMaker Pro, kept all software and hardware up to date.

PROJECTS

FCPX Marker Tool - github.com/artwilton/fcpx-marker-tool

- Extracts, formats, and saves chapter marker information from Final Cut Pro X .xml files.
- Provides command line interface built in Python, allowing users to format and save files easily.
- Parses XML data using the xml.etree.ElementTree Python module.

PIM: The Personal Inventory Manager - github.com/artwilton/pim-frontend

- A mobile application that helps users keep track of their household items, and scan items using QR codes.
- Built using a React Native frontend, Ruby on Rails backend with Active Storage, and PostgreSQL database.
- Routing and navigation built with the React Navigation library, React Native Elements was used for the UI.

ACNH Automator - github.com/artwilton/joycontrol-acnh-automator

- A tool that automates repetitive tasks in the Animal Crossing New Horizons video game using Python.
- Built on top of the joycontrol library which emulates a Nintendo Switch controller over Bluetooth.
- Utilizes the asyncio Python library to allow for asynchronous button press commands.

EDUCATION

Flatiron School - New York, NY

Software Engineering | Sept 2020 - Jan 2021

Fairleigh Dickinson University - Madison, NJ

Bachelor of Arts, Film | 2008 - 2012