

# Matthew D Pace

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## Skills

Workflow automation in Python, Lua, AppleScript, web backends in Django. Revision control using Git and Subversion. iOS/OSX dev in Swift, using SwiftUI, UIKit, SpriteKit, AVFoundation, and more. Final Cut X automation using CommandPost, Compressor automation using OSX folder actions and scripting. Believer in unit tests and functional programming concepts. Proficient in Python, Swift, and C/C++.

Digital and analog circuit troubleshooting, analysis, and design using oscilloscopes, DMMs, function generators, and spectrum analyzers. KiCad and Eagle software pkgs, basics of SPICE simulation. Embedded electronics design, with familiarity with the MSP430, Atmega, series of microcontrollers and Raspberry Pi family of single board computers.

Systems administration and IT, including networking, maintaining backups and server deployment and maintenance. Experienced in supporting Linux, Windows NT, and Windows Server/IIS environments. Extensive experience supporting enterprise OSX environments.

## Experience

### **Systems Engineer - Digital Media, Deluxe Localization, Burbank, Ca – 2016-2019**

- \* Automated workflows for simple video editing tasks. Built Telestream Vantage workflows.
- \* Created custom tools in python for media management and transcode configurations.
- \* Maintained media storage and archival.

### **Quality Control Technician, Deluxe Localization, Burbank, Ca – 2014-2016**

- \* Documented workflows and video requirement specs
- \* Tracked metrics for failures and department throughput
- \* Lead and trained a team of 3 other QC technicians

### **Systems Admin/Embedded Electronics Technician, Cameron Pace Group, Burbank, Ca – 2009-2013**

- \* Assembled, tested, repaired, and operated 3D camera motion control systems for film and broadcast use.
- \* Debugged custom build embedded motion control systems.
- \* Worked on both film and live broadcast shows as 3D camera support.
- \* Redesigned, upgraded, and deployed new network solutions to handle the growing company's IT needs, including VLANS, layer 3 switching, and Snort IDS, and a crazy network bridge for the 3 building campus you should ask about in person.

## What else you should know about me

I have been programming, sometimes for fun, sometimes for work, since I took Computer Science in my sophomore years of high school. I often learn new languages for fun, just enough to solve some typical code golf puzzles. I'm a firm believer in using the right tool for the job, and have explored every new tool us developers have been offered this last decade, from VMs to docker containers, from purely functional Haskell. A few times a year I'll enter weekend-long competitions to develop a video game from scratch on a theme. I'm the kind of guy, who when faced with a hard problem at work, reads best practices and software manuals over my dinner, and enjoy it. I'm pretty shy online but I can show relevant sample work and source code for various projects, depending on the type of work I'll be doing.

## Education

Foothill College, Los Altos, CA, 2004-2007, Studies in Computer Science

California State University, Northridge, CA, 2007-2009, Studies in Engineering

Pierce College, Woodland Hills, CA 2010-2012, Studies in Electronics