

MARK BOSZKO

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98107

SKILLS

- Swift
- Python
- Django
- JavaScript
- AppleScript
- Objective-C
- Xcode
- PyCharm
- Git
- SVN
- macOS
- iOS
- Web Technologies

PROFILE

I'm a voracious learner and love to self-teach whatever I need to know to finish a project. I'm looking for a technical role to suit my growing skills in development.

EXPERIENCE

Video Producer @ The Omni Group — 2013–2020

- Produced, wrote, directed, shot, edited, and animated roughly 100 videos for marketing, training, and support on four software products, including a few live streams
<https://www.omnigroup.com/video/>
- Sped up screenshots creation by a factor of 20 by building a workflow toolset with JavaScript, AppleScript, and Python to create localized App Store screenshots for all four Omni apps, in 10 different languages
- Saved editing time by designing a tool on macOS with Obj-C, then Swift, to smoothly animate the movement and clicks of the user's cursor, to create repeatable sequences of events to film app demonstrations for videos
- Saved half an hour of work for each of 50+ podcast episodes by building a tool to make podcast video clips for social media using AppleScript & JS
- Collaborated with engineering colleagues on code review, improvements
- Collaborated with PMs and Support to create product videos
- Produced 59 episodes of a podcast with 5,000+ listeners
<https://theomnishow.omnigroup.com/>

Independent iOS Developer — 2011–2012

Developed an *Unofficial Star Trek Episode Guide* iOS app for *The Post Atomic Horror Podcast* in Objective-C, using UIKit, and accessing RSS network resources to integrate the ongoing podcast with the written *Guide*.

Freelance Video Editor, Motion Graphics Artist, and Designer — 1996–2013

- Offline edit, online edit, and produced motion graphics for nationally-broadcast cable television shows for such client networks as Discovery, National Geographic, History, 3Net, and PBS
- Saved an estimated 8–12 hours per show by writing Ruby and Python scripts to automate online finishing workflows

(cont'd)

EDUCATION

Big Nerd Ranch — iOS and Swift Essentials, February 2020

PERSONAL

- Taught myself Objective-C, Python, JavaScript, and Swift since the introduction of the iPhone in 2007, building on life knowledge of other programming languages and web technologies
- Built a website with a Python & Django back end for my podcast, *The Optical*, which hosts the podcast for ~2,500 listeners, but also integrates an evolving encyclopedia of visual effects and film technology related people, groups, and terminology
<https://opticalpodcast.com/>
- Developed a Python 3 API wrapper for the Letterboxd API
<https://pypi.org/project/letterboxd/>
- Developed themed environment controllers and other hobby projects with Python on Raspberry Pi, using technologies including OSC and REST API communication
Example: <https://github.com/bobtiki/kilaueacove>
- Gave talks at the C4[3] (2009) and Renaissance (2014) conferences about how to make effective videos to showcase your iOS app
- Volunteer regularly for Scarecrow Video, the largest publicly-accessible film archive in the world. I am currently starting to learn Unity and C# to develop an in-store kiosk to search and offer a 3D fly-over of the complex archive shelving, to highlight where the user should look for a given video

LINKS

- GitHub: <http://bosz.co/github>
- Video clips: <http://bosz.co/reel>
- LinkedIn: <http://bosz.co/linkedin>
- Full CV/Portfolio: <http://bosz.co/cv>

REFERENCES

Tim Ekl, Senior Software Engineer — timothy ekl@gmail.com

Evan McNulty, DevOps and Services Lead — muchmusic@me.com

Christopher Pruitt, Web Engineering Lead — pruicr@gmail.com