

MARK BOSZKO

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554 SE Fairview Ave
Mill City, OR 97360
(→ Los Angeles soon)

SKILLS

- Writing & Producing, focusing on non-fiction productions
- Offline & Online Editing: Adobe Premiere Pro, Apple Final Cut Pro, Avid
- Motion Graphic production and animation with Adobe After Effects
- Color correction & grading in Da Vinci Resolve and Adobe SpeedGrade
- Shooting with digital video cameras such as Canon C500
- Code: After Effects expressions, scripts, and plugins; Swift, Python, JavaScript, AppleScript, and Objective-C
- IDEs: Xcode, PyCharm
- Versioning: Git, SVN
- macOS & iOS
- Web Technologies, such as Django

PROFILE

I have 25 years of experience in video & film production and post, focusing on editing, motion graphics, workflow, online editing / finishing work for broadcast spec and delivery standards, and always excited to learn more.

EXPERIENCE

Video Producer & Workflow Developer @ 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 live streams
 - <https://www.omnigroup.com/video/>
- Produced 59 episodes of a podcast with 5,000+ listeners
- 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
- Remotely collaborated with product managers and vendors via the Wipster cloud service to communicate efficiently about notes and approvals.

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

- Offline edit, online edit, color grading, and produced motion graphics for nationally-broadcast cable television shows for such client networks as Discovery, National Geographic, History, 3Net, and PBS. Collaborated with vendors, VFX / 3D artists, and others to ensure best quality media
 - <http://bosz.co/cv> (scroll down to Broadcast Video & Film Credits)
 - <http://bosz.co/imdb>
- Saved an estimated 8–12 hours per show by writing Ruby and Python scripts to automate online finishing workflows
- Spec'ed out, purchased, cabled, and installed multi-suite edit workstation systems for clients, including Xsan and Xserve RAID components.

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.

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 / VR fly-over of the archive shelving, to highlight where the user should look for a given video

LINKS

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

REFERENCES

David Messent, Product Manager — davidmessent@gmail.com

Andrew Abernathy, UX Designer — andrew@andrewabernathy.com

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