

MARK BOSZKO

+1 (240) 498-3311
mark@boszko.com

3950 Verdugo View Dr
Los Angeles, CA
90065

SKILLS

- Jamf Certified Expert
- Python
- JavaScript
- AppleScript
- Swift / Xcode
- Git
- Scrum Methodology
- Adobe Admin
- macOS
- iOS

PROFILE

I am a voracious learner and love to self-teach whatever skills required to successfully complete a project. I am seeking a larger role that combines my skills in IT and code development with my film and video background.

EXPERIENCE

Client Platform Engineer, CorpFleet @ Dropbox — 2021–2024

Wrote shell scripts, Python, and Swift tools, and integrated with Jamf MDM on a day-to-day basis to manage and help secure the fleet of ~3,000 Macs

- Spec'ed, co-designed and implemented an automated app patch updater system with Python, that integrates with the Jamf API, to increase user adoption of app and system updates, and increase endpoint security
- Developed and roadmapped a custom internal Swift Status Item macOS app, to surface fleet management and help desk tools to ~3,000 end users.
- Mentored other team members in developing skills, and collaborated regularly with network, identity, and security teams

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, plus 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 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

Freelance Video Editor, MoGraph Artist, & Workflow Engineer — 1996–2013

Offline edit, online edit, and produced motion graphics for documentary films and internationally-broadcast linear cable shows for such client networks as Discovery, National Geographic, History, 3Net, and PBS

- Saved 8–12 hrs per ep. by writing code to automate finishing workflows
- Designed and built numerous standalone and centrally switched edit suites

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EDUCATION

- Jamf Certified Expert — completed 200, 300, 370, and 400 courses, 2022
- Big Nerd Ranch — iOS and Swift Essentials, February 2020

PERSONAL EXPERIENCE

- Self-taught Objective-C, Python, JavaScript, and Swift, 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 hosted the podcast for ~2,500 listeners, but also integrated an evolving encyclopedia of visual effects and film technology related people, groups, and terminology (currently on hiatus)
- Developed a Python API wrapper for the Letterboxd API
- Developed themed environment controllers and other hobby projects with Python on Raspberry Pi, using technologies including OSC and REST API communication to control lighting, animation, sound, and other environmental effects
- Gave talks at the C4[3] (2009) and Renaissance (2014) tech conferences, on how to make effective videos to showcase iOS apps
- Volunteered regularly for the film non-profits Vidiots Foundation and Scarecrow Video, the largest publicly-accessible film archive in the world

INTERESTS

- 3D printing, pen plotter art, home automation, mid-century design

LINKS

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

REFERENCES

Andy May, Client Platform Engineer, macOS — 44orange44@gmail.com

Brandon Hofmann, Client Platform Eng., Win. — hofmann1989@gmail.com

Jacob Wen, Client Platform Engineer, macOS — jacob.wen1@gmail.com