MARK BOSZKO

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Full CV: https://bosz.co/cv • Video Clips: https://bosz.co/reel • IMDb: https://bosz.co/imdb

SKILLS

Video/Film Editing	Pipeline / Workflow Automation	Online/Finish Editor
Avid, Premiere, Final Cut Pro, After Effects, Photoshop, Resolve	Video scopes & calibration tools	Technical understanding of standards, codecs, and formats
Scrum Methodology	Code with Python, JavaScript, AppleScript, Swift	GitHub, including CI/CD tools
Jamf Certified Expert	Google Workspace Administrator	Google Certified Pro ChromeOS Admin
Apple Business Manager (ABM)	Adobe Admin	Camera & lighting operation

PROFILE

An eclectic background with 30 years experience, and a strong through-line in post-production, IT administration and systems design, deeply related to editing and finishing video and film, with concentrations in macOS administration and pipeline automation focused needs.

EXPERIENCE

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

Offline editor & online/finishing editor, and produced motion graphics for documentary films and internationally-broadcast linear shows for such clients as Discovery, National Geographic, History, 3Net, PBS, and the National Institutes of Health.

- Worked on over 150 episodes of broadcast television, mostly hour-long, delivering superior results on tight schedules to meet air dates, collaborating with clients, vendors, and network executives
- Saved 8–12 hours per episode, by writing code to automate online finishing workflows, using non-linear editor (NLE) metadata and scripts to control NLEs, Adobe apps and other tools
- Designed with technical drawings, specced out, built hardware, installed and configured software, and cabled both standalone and multiple centrally switched edit suites, with Brocade SAN shared data storage
- Supported technical & repair issues with equipment, including NLEs and SAN data environments

Client Platform Engineer, CorpFleet @ Dropbox — 2021–2024

Designed management systems, workflows, and protocols to increase control and visibility of fleet status to executive leadership, meet company goals, and increase security, supporting Dropbox's fleet of ~3,000 Mac endpoints.

- Wrote shell scripts, Python, and Swift tools, integrating with Jamf MDM tooling on a day-to-day basis, to solve complex endpoint management problems, implement goals relating to increased adoption of company-wide software and tool initiatives, respond to security incidents (SEVs), and assist front-line technical support when issues needed to be escalated to us
- Analyzed and troubleshot issues related to both in-house management and automation systems, as well as cloud-based solutions. Collaborate with in-house teams and cloud vendors to determine solutions for rapid response and minimal downtime
- Partnered regularly with executive leadership and individual contributors on the cloud, network, ops, procurement, identity, and security teams
- Wrote documentation to train other teams about new initiatives, and preserve institutional knowledge
- Mentored other team members in highly technical knowledge to train them for new organizational needs, increase efficiencies, and integrate them into Dropbox culture
- Led code reviews, to build an environment of accountability and technical knowledge, reduce errors, and minimize downtime potentially caused by shipping unreviewed code
- Specced, co-designed and implemented an automated app patch updater system with Python, that integrated with the Jamf REST API, via JSON and XML payloads, to increase user adoption of app and system updates, increasing endpoint security for our entire macOS endpoint fleet, enabling adoption rates close to 100% for ~3,000 internal users
- Developed and roadmapped a custom internal Swift Status Item macOS app, to add a one-click access to the macOS menu bar, and surface fleet management and help desk tools to ~3,000 end users, saving an estimated 65,000 person-hours/year

Video Producer/Editor & Workflow Developer @ The Omni Group — 2013–2020

Produced, wrote, directed, shot, edited, and animated for roughly 100 videos for marketing, training, and support about Omni's four productivity apps, including live streams broadcast on YouTube and Facebook. Also produced, edited, and distributed 59 episodes of a podcast with 5,000+ listeners.

- Sped up Apple App Store screenshot creation by a factor of 20, by coding a workflow toolset with JavaScript, AppleScript, and Python to create localized screenshots for all four Omni apps, automatically recreating each set of screenshots in 10 different languages, saving an estimated 256 hours/year for product managers
- Saved 30% of time updating videos for each new app version, by designing a tool on macOS with Swift, to smoothly animate the movement and clicks of the user's cursor, to create precisely repeatable sequences to film app demos for videos
- Saved 15% of work time for each of 50+ podcast episodes by coding an automated workflow to make podcast marketing video clips for social media using AppleScript & JavaScript with After Effects

TRAINING

- 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 Python & Django back end for my podcast website, *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
- Developed a Python API wrapper for the Letterboxd API
- Developed themed environment controllers and other hobby projects with Arduino, and Python on Raspberry Pi, using tech like Open Sound Control (OSC) and REST API communication to control lighting, animation, sound, and other environmental effects, such as a *miniature erupting volcano show*
- Volunteered regularly for the film non-profits Vidiots Foundation and Scarecrow Video, the largest publicly-accessible film archive in the world

INTERESTS

- Pen plotter art, film & VFX tech history, home automation, mid-century design, 3D printing