

# Michael Oliver

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## Qualifications

- Proven expertise in guiding full-stack, cross-functional strategies and effectively communicating technical concepts to executive-level stakeholders and technical teams alike.
- Extensive experience in bidding, negotiating, purchasing, renting, and financing both infrastructure and software at an international corporate level.
- Experience architecting, sourcing, hiring and leading nimble and scalable teams, systems and products necessary to provide a solid foundation for growth, innovation, and stability.
- Accountable and action-oriented with an emphasis on interdisciplinary cross-functional team building and product design.
- Asked to participate in various case studies, IT conferences, panels, and trade shows regarding workflow design, software utilization, and systems design.
- Fostered deep industry connections with a network of cross-functional industry leaders to gain insights into future trends and secure early access to innovative technologies and workflows.

## Experience

### Netflix

#### Realtime and Emerging Technologies - Production Innovation

**April 2021 – Feb 2023 (2 years)**

- Technology leader for cross-functional efforts related to Netflix's virtual production and production innovation global strategy
- Engaging across the organization and industry to establish Netflix's technology roadmap and strategy related to generating content with game engines and working with LED Volumes for real-time virtual production and ICVFX.
- Working strategically on efforts to leverage 3d assets for transmedia opportunities across production, marketing, games, and brand editorial.
- Part of founding group exploring leveraging machine learning with a focus on generative ai for multi-vertical content creation across film, marketing, games, and immersive experiences.

### Netflix

#### Senior Manager, Production Systems Engineering

**March 2018 – April 2021 (3 years)**

- Pioneered and led the development of foundational infrastructure both on-prem and in AWS for the Animation Studio, overseeing forecasting, budgeting, negotiating, and acquisition of critical infrastructure and services.
- Established, facilitated, and engaged in cross-functional relationships with stakeholders across Product, FP&A, accounting, platform engineering, content engineering, studio engineering, security, and creative to form paved paths for production and lay the groundwork for a global studio.
- Collaborate on strategy surrounding a cloud-native global content studio encompassing animation, VFX, post-production, and product creative including virtualized workstations, global storage, render farms, and review
- Engage in R&D efforts surrounding virtual production; leveraging game engines for real-time global collaborative content creation.
- Engage with key industry companies and individuals to stay on the forefront of emerging technologies and advocate for best practices, features, and enhancements that will benefit both Netflix and the industry at large.
- Recruited and built a diverse and well-rounded team from the ground up.
- A Key member of the group designing and building out editorial and creative spaces at our new facilities globally.

### Halon Entertainment & MatterVR

#### Chief Technology Officer

**September 2014 – March 2018 (4 years)**

- Implemented data aggregation tools and methods to promote a data-driven decision-making process allowing insight into actionable solutions and proper allocation of both human and capital resources.
- Budgeted, designed, sourced, negotiated, purchased, and implemented infrastructure overhaul and configuration to tier 1 storage architecture, primary networking, and workstations including remote team deployments.
- Continuous development and deployment of an IT resilience strategy utilizing Google Cloud Platform and a geographically separate data center to maintain business continuity in the event of a loss of headquarters.
- Designed, implemented, and structured a corporate documentation culture resulting in a drastic improvement in shared institutional knowledge, increased productivity, and faster knowledge transfer during new hire onboarding.

- Implement security and information technology best practices including the integration of cloud-based providers for scalable compute and storage, virtualized servers, end-to-end documentation, and compliance with MPAA security guidelines (both physical and digital) resulting in Disney, Fox, Paramount, and WB security audit approval.
- Recruited, hired, and lead a team of developers in the design and buildout of custom tools and a unified pipeline. Our tools utilize Python/PyQt to integrate with a custom pipeline and 3rd party APIs to give supervisors a clean user experience which allows them to easily perform repetitive operations and results in significant time savings and a decrease in user error rate.
- Oversee technical pipeline and hardware infrastructure for MATTERvr, a new company formed to develop virtual reality (VR) content. Responsible for integrating various platforms and software (Unreal Engine, Maya, Oculus SDK, Optitrack) into a cohesive solution for end-to-end VR content creation.

## Look Effects

### VP of Engineering – December 2005 – May 2014 (9 years)

- Designed, built, purchased, integrated, and oversaw the worldwide technology and infrastructure architecture and engineering for the corporation as it grew from a single office in Los Angeles, CA to a worldwide entity with offices located in Brooklyn, New York, Vancouver BC, Canada, and Stuttgart, Germany.
- Designed the facilities with scalability, interconnectivity, and cost-effectiveness in mind to maximize ROI and allow the offices to work interchangeably with each other in a unified global production pipeline.
- Responsible for the design, implementation, auditing, and maintenance of corporate infrastructure and security (both physical and digital) including (but not limited to) network design and architecture, storage systems, compute clusters, backup and archive, distributed computing, workstations, and phone systems.
- Initiated the implementation of a production pipeline design for a distributed worldwide workflow including software customization, automation, and proprietary tool design. Subsequently hired and led a team of 4 geographically distributed developers / SysAdmins to create the tools necessary to keep the company competitive, efficient, and on the bleeding edge of new technologies in support of a worldwide workforce that averaged around 120.

## Skills

Team building, leadership, mentorship, nurturing high-trust environments, communication, time management, project management, product engineering, security frameworks, analytical thinking, ability to work independently, flexibility

**Virtual/Cloud/Machine Learning:** VMWare, HyperV, Amazon AWS, Google GCP, Docker, Kubernetes, Tensorflow, Git, Spinnaker

**Hardware:** Everything you would find in a datacenter or cloud, on a 100 million dollar Hollywood movie set, or in a high-end creative room at a studio. Including but not limited to large clustered storage arrays (custom and COTS), complex network architectures, editing and VFX suites, distributed file systems, high-performance / high-density compute clusters and render farms, motion capture, and virtual camera systems.

**Software:** Everything SaaS you need to make your business run and the underlying technologies that power them. From REST API's to databases like Postgres or Mongo. JAMF, Gsuite, Okta, Tableau, PowerBI, JIRA, pager duty, FUSE based file systems, etc. Working knowledge and familiarity with over 280 pieces of creative software/plugins used in the visual effects industry including Unreal Engine, Adobe Creative Suite, Autodesk Flame / Flare / Smoke / Maya / 3DSMax, The Foundry packages (Nuke, Mari, Hiero, etc), Shotgun, Tweak RV. Countless open-source technologies and systems management utilities and frameworks including Nmap, Wireshark, Chef, Salt, Puppet, CloudFormation, Terraform

**Programming Language Experience:** Python, PyQt, Bash, PowerShell, and various CLIs and APIs

## Education

### Loyola Marymount University

Pre-med, B.S Biology, Minor Business Administration emphasis Finance

## Societies and Memberships

Academy of Television Arts & Sciences | Television Academy - <https://www.emmys.com/academy>

Visual Effects Society (VES) - <https://www.vesglobal.org/>

ASIFA - Association Internationale du Film d'Animation - <https://asifa.net/>

Film Independent - <https://www.filmindependent.org/>

3dPro - <https://3dpro.org/>

StudioSysAdmins - <http://www.studiosysadmins.com/> | <https://studiosysadmins.slack.com/>