



Tobin J. Taylor

Webcast specialist - Broadcast engineer

Experience:

2014-present **Freelance**

Working globally for a variety of clients on projects such as Insomnia, Jagex, Microsoft, Ginx TV, Unilever, Universal, Boiler Room, Oreilly, Google, Facebook, UEFA, Le Mans 24h, 24h de Spa, Nurburgring 24h etc...

I'm adaptable and am regularly hired to work in a variety of capacities, from Camera operation, to producing and vision mixing, from guarantee engineer to webcast engineer. I understand the requirements and stresses of the live production environment from different perspectives, and can trouble shoot problems across disciplines.

Here are three of the projects that I think highlight my abilities, versatility and love of gaming.

Freelance - Insomnia gaming festival (i56 to present)

Director / Producer / Lead engineer: First on the Esports stage then moving on to the Main stage. Responsible for building out the entire video back bone, including all video routing, working with a combination of Blackmagic design equipment (Atem 2ME, 40x40 Matrix, Teranex etc.) and then operating it. Each show on the stage has its own unique look and feel, requiring different assets, staging and engineering. I work prior to the event and on site to help highlight how to get the most value from our engineering and production decisions. Working with an almost entirely volunteer and inexperienced crew, I had to train and enthuse them about broadcast operation. People I've trained have returned as paid crew both at Insomnia and elsewhere.

Freelance - Minecon (USA)

Technical Director / Studio Producer studio link show: I was brought in at the very last minute to pull the link show together. I got the local crew on side, created a showflow that we could bolt the artistic vision into, and managed the producers expectations, all while keeping the link show run time second accurate.

Freelance - 24h de Spa (Belgium)

Engineer: Working with the local broadcast partner to ensure we had all the required clean and dirty feeds with various language tracks, then routing to either be recorded (combination of Atomos devices and records via ingest to Wirecast) or webcast. Ensuring that wirecast (as webcast control and encoder) and wowza (as versioning and routing) were working harmoniously across multiple instances of each. All of this for a massive international motor sports event, where we were providing the official records of the broadcast feed.

2012-2014 **Streaming Tank**

Global Engineering Director: Working extensively with other senior management I was responsible for setting the engineering standard at Streaming Tank. Over my time I implemented an MCR based workflow centred around using LiveU's and MPEG2 encoders and decoders to stream all content back to our offices for

versioning and QC prior to delivery to edge platform. This work also included working with fiber service providers to get the MCR connected via darkfiber as well as ensuring we had a sufficient connectivity across 2 independent networks. I also worked extensively with clients and our sales force to scope potential events and provide production insights to help raise the production value. During this time I remained an active field engineer, regularly engineering (creating wiring diagrams and supporting documents for engineers), directing, camera operating and overseeing client events. I regularly planned complex multi location webcasts using a variety of satellite and video conferencing. Working with both internal teams as well as external suppliers and contractors to meet our production ambitions. All the while growing and training the engineering team.

2008-2012

Stream UK

Production Manager: Senior member of staff overseeing all productions from beginning to end and day to day running of the production department. Working with the technical project manager to ensure all events were properly scoped and crewed. I worked extensively in creating a pool of reliable external service providers that we could call upon. I was also in charge of developing, maintaining, and expanding the production department. I regularly dealt with clients like Microsoft, Bacardi, Redbull, and Shell. On site I was often the senior most member of staff and the person in charge of identifying and trouble shooting issues.

2006-2008

Flint London

Producer/Director: In charge of orchestrating both large scale productions, as well as solo shoots. I quickly established myself as the senior technician and editor.

2004-2006

Various experience

Redhouse Lane, Bra3, Sweet TV, Bid-up.tv, How Very Film, Wimbledon TV.

Education:

2005-2006

Ravensbourne College of Design and Communication

BA (hons), Broadcast Operations

Skills learned: Directing, Camera, Floor managing.

2003-2005

Ravensbourne College of Design and Communication

Foundation Degree, Broadcast Operations & Production

Skills learned: Directing, Camera, Floor managing.

2000-2003

Athenee Royal de Mons, Belgium

International Baccalaureate

Qualifications obtained: French, English, Mathematics, Physics, Chemistry, Biology.

Skills and competencies:

Some of the equipment I install and operate regularly, and can troubleshoot when needed:

Newtek Tricaster Specialist

Blackmagic Design equipment (Mixers, matrix/routers, mini-converters, etc.)

Sony Cameras (including EX series, DSR series, HVR series, and more)

Grass Valley vision mixers

Various wired and wireless comms systems

Audio desks (such as LS9)

And much much more

Networking and network troubleshooting

Experience working with IOS, Linux and Windows

File and video compression techniques, management and storage systems

Camera racking and lineup and relevant signal QC tools (Waveform, vectorscope etc.)

Software:

Final Cut Pro

Motion

Avid

Adobe Premier

Adobe After Effects

Adobe Photoshop

Wirecast

Caspar CG

Wowza

Office

Some of the streaming platforms I'm familiar with:

Twitch

Youtube

Facebook

Wowza Cloud

Akamai

On24/Arkadin

Hire a Broadcast

Languages:

English (fluent, verbal and written)

French (fluent, verbal and written)

Dutch (conversational)

Interests:

Esports

Video games, pervasive games, alternate reality games.

Travel (I have travelled extensively in North America and Europe)