



A broadcast engineer with extensive experience in systems architecture and solutions design across a varied broadcast and IT technology stack.

From analogue to digital, SD to UHD, traditional on-premises to public cloud.

From design, through installation, configuration and commissioning to launch.

With experience in coding in various languages and on various platforms, UI/UX design and networking.

I am currently seeking a senior role in broadcast systems architecture, design, engineering and development.

CONTACT

LINKED-IN:

<https://www.linkedin.com/in/dangibson/>

WEB:

<https://GonMad.co.uk>

<https://NoOriginalThought.com>



DAN GIBSON

Broadcast Systems & Solutions Designer, Engineer and Coder

EDUCATION

Lancaster University

1990 - 1993

Honours Degree in Electronic Engineering (with Physics and Marketing)

Morton School, Carlisle

1983 - 1990

A-levels: Maths, Physics, Chemistry, General Studies

GCSEs: Maths, Physics, Chemistry, Technology, English Language, English Literature, French, Geography, Art & Design, Humanities.

PROFESSIONAL QUALIFICATIONS

AWS Certified Cloud Practitioner ([Verify online with Credly](#))

AWS Certified Solutions Architect ([Verify online with Credly](#))

WORK EXPERIENCE

Discovery Europe - Senior Manager, Broadcast Projects

June 2008–December 2020

Hands-on Solutions Architect, Systems Designer, Engineering Lead and Project Manager for Discovery Europe's larger & more complex projects.

Working with internal teams, manufacturers and vendors to design and develop systems and solutions to ensure reliable, flexible playout of Discovery's portfolio of 100+ linear channels and various live events.

Viasat Broadcasting UK – Engineering Manager

April 2007–July 2008

Management of Support and Project Engineering teams to deliver new broadcast systems and ensure 24/7 availability of existing infrastructure.

MTV Networks Europe – Transmission Engineering Manager

July 2003–April 2007

Ensuring the provision of 24x7 broadcast services to MTV Networks Europe (~30 channels) and their clients (~30 channels), maintaining the highest possible levels of technical continuity and the day-to-day management of all associated broadcast engineering staff.

**SEE THE FOLLOWING PAGES FOR FULL EMPLOYMENT
HISTORY AND MORE DETAILS...**

PERSONAL DETAILS

Name:	Dan Gibson	Nationality:	British
Location:	Middlesex, UK	Languages:	English (native). Some Italian & French

INTRODUCTION

For the last twelve years I have been leading the engineering design and implementation of Discovery Europe's larger and more complex broadcast projects and events. From requirements gathering, overall systems architecture, detailed design, project implementation, rollout, documentation and handover to operations and support, I have been involved at every stage leading the engineering effort.

Throughout almost thirty years in the broadcast industry I have had to constantly evolve my skillset and have consistently shown that I am able to adopt and adapt to new technologies quickly and effectively. Most recently this has involved migrating a multi-channel, multi-language, traditional on-premises, linear playout system to a public cloud based system adopting SaaS and IaaS technologies and integrating this with existing business systems and workflows.

My roles with both broadcasters and manufacturers, coupled with my insistence on close working with operations and support teams, has enabled me to deliver innovative solutions that have streamlined operations while still allowing for a smooth transition.

As well as both a deep and wide technical knowledge of broadcast engineering, I also have experience managing both project and support teams and am comfortable communicating, both verbally and through documentation and presentations, with all technical levels and all levels of seniority from junior non-technical staff to senior engineers and C-Suite leaders.

AWARDS & ACHIEVEMENTS

2018-2019 Technology & Engineering Emmy Award

Personally recognised for contributions to "Pioneering Public Cloud Based Linear Media Supply Chain" as lead UK engineer on the Discovery Cloud Playout project.

WXYZ, WJBK, & KTLA – USA HD Firsts

In October 1998 I installed and put on air the U.S.A.'s first fully operational High-Definition digital TV service. The station was WXYZ, an ABC affiliate in Detroit, Mi. The system installed was an NDS E5810 encoder/compression system running at a 720p60 resolution.

This was followed two and a half days later by WJBK Fox 2, Detroit's second fully operational HD digital TV station (although they were actually first to broadcast an HD digital signal from pre-encoded material).

A couple of weeks later, I also installed California's first HD digital TV service - Los Angeles' KTLA 5, a Warner Brother's affiliate, and part of the Tribune broadcasting group. This station was the only station to broadcast direct to the 1998 SMPTE (Society of Motion Picture and Television Engineers) Conference in Pasadena, Ca. just prior to the nation-wide official launch date for digital TV on 1st November. The broadcast showed the historic return to space of senator John Glenn in the live Shuttle launch from the Kennedy Space Center in Florida. It was broadcast in 1080i resolution, the highest resolution available at the time from any digital TV system.

Obtaining my PPL

In April 2001 I finally obtained my Private Pilots' License. A long standing life goal since a trial lesson in 1998 that I had been unable to achieve due to work commitments.

DEVELOPMENT LANGUAGES AND TECHNOLOGIES

C, C++, Java, lua, Object Pascal, HTML, JavaScript, XML, JSON, CSS, PHP, Perl, SQL, VisualBasic, linux shell scripting (sh, bash and csh), Windows, Linux, Android.

SELECTION OF ADDITIONAL FORMAL TRAINING

Systems Operations on AWS, Architecting on AWS, SMPTE 2022, Oracle 8i DBA, Informix database management and SQL, TCP/IP Networking and Internetworking, C Programming in a Unix environment, Web Technologies (incl. XML, Server- and Client-side programming), Sony FlexiCart Mechanical maintenance.

FULL EMPLOYMENT HISTORY

June 2008 –
December 2020

SENIOR MANAGER, BROADCAST PROJECTS

DISCOVERY EUROPE. LONDON, U.K.

Despite the title, this role was a very much hands-on, technical, solutions architecture and design role involving:

Design and build of broadcast systems plus project management (including budgeting) and management of project engineers, contractors and suppliers as required.

Responsibility for the engineering design and delivery of the larger and more complex broadcast projects in London.

Engineering lead for the overall systems architecture of these solutions pulling together relevant teams from IT and networking specialists, workflow specialists, operations and content and then overseeing internal technical proposals, detailed design and implementation (including progress reporting and ongoing BRAG risk assessments etc.)

Work with vendors/manufacturers to identify, develop and/or design products and solutions to successfully deliver the projects.

Ongoing second line support and training/mentoring for support engineers and operations.

Development/coding of small bespoke software applications and user interfaces to meet engineering and other department needs.

ACHEIVEMENTS OF NOTE

- Cloud Playout migration: Key contributor to the cloud architecture and workflows design particularly around multi-language processes (language selection and schedule processing and delivery) and automated continuity graphics workflows and systems. On-premises baseband and monitoring system design and build. I was the only UK broadcast engineer assigned to the project during the design and build of this system and I received personal Emmy awards recognition for my contribution.
- Design and coding of Transmission Master Control / Presentation Control software control surface based on the Rascular *Helm* platform to replace physical control surfaces for five broadcast systems (routing, branding, voice-over, ARCing and additional on-air graphics).
- HD/SD Hybrid and Format Agnostic channel architectures design and deployment reducing need for multiple versions of content and reducing time to launch.
- HD Foundational project converting all playout to HD capability.
- In service core video router (512²) replacement (nVision) and integration.
- London Technical Operations Centre design and build.
- Playout systems design and implementation for major live events such as Nik Wallenda's Skywire and Skyscraper and Joby Ogwyn's cancelled Everest Jump Live. Including specification, design and build of the ad hoc live baseband feed conditioning systems and preparation of feed conditioning procedures still in use today on every cloud playout live event.

SOME KEY TECHNOLOGIES (This list is not exhaustive)

- SDI (SD, HD), MPEG2, h.264, UHD, h.265/HEVC, RIST
- Amazon Web Services.
- Evertz *Overture*, *MVIP*, *EXE*, *IPX*, *Mediator* (MAM & automation) and modular systems.
- *MediaProxy* compliance recording.
- *Omneon Spectrum* video servers.
- Rascular *Helm* Broadcast Control System.
- *Omnibus Colossus* play-out automation.
- *Miranda Imagestore* branding.
- *PixelPower Clarity* graphics systems.
- *ClassX Liveboard* graphics systems.
- Screen subtitling.
- Windows and Linux (incl. the usual PC office software applications plus *AutoCAD*, *MS Project*, *Visio*, *After Effects*)

FULL EMPLOYMENT HISTORY CONTINUED...

April 2007 –
July 2008

ENGINEERING MANAGER

VIASAT BROADCASTING UK (MTG). WEST DRAYTON, U.K.

Management of the engineering team responsible for ensuring the availability of technical systems and infrastructure providing 24x7 television broadcast, post production and ancillary services. Work allocation, recruitment, freelance and contract hiring, budgeting etc.

Management of engineering projects at a high level (generally Programme Manager level involvement) and delegate projects and project tasks within the engineering team to ensure delivery on time and within budget constraints.

Design and cost new installations and system improvements.

Creation and implementation of new procedures and documentation standards.

July 2003 –
April 2007

TRANSMISSION ENGINEERING MANAGER

MTV NETWORKS EUROPE. LONDON, U.K.

Management of a team of twelve engineers comprising 8 shift workers and 4 day / project engineers.

Overseeing all broadcast systems ensuring service continuity of approximately 60 24x7 TV channels from 4 transmission areas, 3 studio facilities, post production facilities, a master control room, and other associated technical areas.

Overseeing the installation of new systems and expansion of existing systems for new channel launches, channel enhancements, and technically complex live shows.

Co-ordination, motivation, and development of staff in an ever changing and expanding engineering environment, including annual appraisals and objective setting, and day-to-day work allocation and prioritisation.

Working with the Head of Operations and Engineering to ensure the department operates within budgetary constraints.

Management of the implementation of new technological developments.

ACHEIVEMENTS OF NOTE

- Overseeing the faultless transmission of, and managing the team responsible for, the transmission of four successive MTV Europe Music Awards (2003-2006) – including the multi-venue Rome event - with a potential audience of one billion people, and including MTV Europe's first HD broadcast.
- Specification and functional design assistance for Audio Description decoder/mixer card in Axon Synapse range in conjunction with Axon and the BBC.
- The design and specification of new EBU teletext subtitling functionality on the *Publitrone Indigo* platform including integration of control protocol. Subsequently implemented across MTV's Sky and Freeview platform channels (MTV, VH1 and TMF brands) and made available to other *Pulitronic* (now part of GV) customers.
- Design and implementation of common control protocol for on-screen interactive graphics systems. This was launched across numerous MTV, VH1 and TMF channels across Europe with two distinct interactive entertainment systems (*Yarosa Entertainment* and *Siren*).

ADDITIONAL INFORMATION

Member of the 'Playout and Broadcast Taskforce' set up to investigate and make recommendations on the future direction of the German music TV channels after MTV's acquisition of Viva Media.

Core member of the team set up to investigate, plan, and implement the replacement and expansion of video server and automation systems within MTV Networks Europe's main playout area (serving 30+ 24x7 channels).

FULL EMPLOYMENT HISTORY CONTINUED...

**January 2003 –
July 2003**

BROADCAST ENGINEERING SUPERVISOR

MTV NETWORKS EUROPE, LONDON, U.K.

Ensuring all technical areas and services are maintained to the highest engineering standards. Responsible for team and its outputs, reporting directly to the Transmission Engineering Manager.

Provide high level engineering support to all Broadcast Services equipment to ensure the highest possible levels of technical and operational continuity to the MTVNE Network.

Supervise projects to ensure their completion, on time and to the highest standards, as set by the Engineering Management.

Develop both Junior and Broadcast Engineers through continual training and support. Provide proactive feedback to MTV Broadcast Services (via the Engineering Managers) of technical support issues, potential problem areas or advancements in technology that may be beneficial to MTV.

In conjunction with Engineering managers, provide Personal Development Review input and objectives setting for the shift and junior engineering staff.

Take responsibility for prioritisation and resolution of all faults that occur on shift.

**October 1999 –
December 2003**

SYSTEM SPECIALIST

NDS LTD., SOUTHAMPTON, HANTS. U.K.

Systems Integration of complex DVB, MPEG and ATSC broadcast systems including integration with third party equipment and systems such as broadcast automation, subscriber management, conditional access and programme scheduling.

Project management, installation/configuration and customer acceptance testing. Internal and customer training.

**February 1997 –
October 1999**

FIELD SERVICE ENGINEER

NDS LTD., SOUTHAMPTON, HANTS. U.K.,

Worldwide field support and telephone support for digital television compression and broadcasting equipment.

Internal and customer training.

Establishment of US support operation in California (4 ½ month secondment) including lab design and build, process development and support team scheduling.

**June 1993 –
February 1997**

TECHNICAL OPERATOR / ENGINEER

BORDER TELEVISION, CARLISLE, CUMBRIA, U.K.

VT, Studio Sound, Studio Vision, On Air Graphics, Telecine, MCR / Transmission, installation and maintenance.

Also support and development of IT systems (including office, newsroom, sales, scheduling), networks and telephone exchange.

OTHER INFORMATION

More information and personal recommendations can be found on my Linked-In profile at:



<https://www.linkedin.com/in/dangibson/>