R. Wiley Evans

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Experience

Senior Software Engineer – Disney Streaming   2021 – Now
Develop software applications that support Disney+.
Collaborate with developers through code reviews, knowledge-sharing, and experienced technical leadership.
Collaborate with Product Managers to distill requirements into design and technical specifications.
Partner with UX and team to transform mock-ups into engaging, accessible web experiences.

Senior Software Engineer – In.Live   2020 – 2021
Architect and develop Application to facilitate live streaming events with Vue/Nuxt/Graphql.
Develop chat interface that integrates audience participation and host communication with Firebase.
Prototype/Architect live streaming video production and preproduction tools.

Senior Software Engineer – BePress (Elsevier)   2017 - 2020
Architect and develop Applications to replace outdated technologies with React.
New products for expansion of existing services.
Prototype for user discovery process.

Senior Software Engineer - Nimble Collective (now part of AWS Studios)   2017
React development for animation production and content management system.
Prototype new features to help stakeholders understand the processing and interface work flow.
Develop and maintain iFrame webSocket communication for virtual desktop collaboration software.

Software Engineer - 3D Robotics   2016 - 2017
React/Redux development for drone mission data management application.
Mapbox GL interfaces for geocoded location maps and orthographic file integration.
Construct Marketing site management application.

Software Engineer - We Heart It   2014 - 2015
Develop interstitial advertising service using third party ad-tracking APIs.
Optimize web site for SEO and responsiveness.

Web Developer - Lucasfilm Ltd.   2008 - 2012
Create Starwars SoundBoards, Crawl Creator, Comic Viewer, Coloring, and Puzzle Applications for starwars.com.
Develop a streaming web video player for Clone Wars.
Analytics integration for all of the flash applications.

Freelance Software Developer – Thinknoise   2001 - 2008
CNN 2008 interactive polling and voting results map.
Develop CMS and for design and architecture websites.
Video compression infrastructure and proprietary video player for Salon.com.
Interactive video and audio players.

Sound Designer - Leap Frog Toys   2002 - 2004
Create music and sound effects for educational toys.
Record and edit voice over for small foot print audio.

Web Developer - Sonique   2000 - 2001
Development in a proprietary graphic scripting language (MML) for the Sonique Media Player.
Integrate DRM plug-ins for the Sonique streaming MP3 Player.

Software Engineer - **Mjuice**   1998 - 2000
Develop features of the Mjuice's music purchasing Software/plugins.
Design and manage the development of a customer service tool.

Video Game Audio Technologist - **Atari** / **Sega** / **GameTek**   1992 - 1997
Software and firmware development.
Technical and developer support for audio production.
Compose music and sfx for video games, toys, live theater and short films.

Education

Masters of Fine Arts
California Institute of the Arts
Electro-Accoustic Music Composition
1992

Bachelors of Music
San Francisco State University
Music Performance - Tuba
1988

Passion
[Nice Pants](#)
Bespoke Fashion Creation
2014 - present
Make clothes from digitally printed and hand dyed fabric.

Extra Action Marching Band
Performer / Composer / Producer / Tour managing / Booking
2001 - 2012
Book and manage logistics of several European and American tours.
Compose, arrange, perform with the 20+ member ensemble.
Arrange Music for performances with David Byrne at The Hollywood Bowl and two west coast tours.
Co-produce both live and studio recordings: *Live on Stubnitz*, *The Triumph Of Fascination*.