

Peter Morrone

Forest, VA

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EMMY AWARDED EXECUTIVE TECHNOLOGIST

I Build...Software and Hardware solutions. Full lifecycle development and product management of solutions in the Communications, Television Broadcasting, TV news production and sports leagues such as Major League Baseball. Box products to complex, multi-vendor hardware and software integrated systems.

I Build...Teams. On both a product and project level, built and managed development and product management teams in environments ranging from garage startups to multi-national/multi-company distributed teams.

I Build... Client Relationships. As a developer, product manager and senior corporate representative I excel at developing and cultivating positive long term relationships with my clients. Creatively solving client problems and ensuring their best interests are met is my goal.

I Build ... Corporate Technology Strategies. Collaborating on strategic and tactical corporate development, pricing models, sales collateral, technical due diligence for acquisition targets.

AREAS OF EXPERTISE

Product Management	Television Broadcast Solutions	.Net Application Development
Agile Product Development	High Dynamic Range Video	Large Systems Integration
Product Roadmaps	IP Video	Electronic Development
Project Management	Sports Player Tracking	Mechanical Product Dev.
Team Building	Virtual Graphics Productions	Audio Technologies
SAAS Offerings	TV News Production	Computer Virtualization

PROFESSIONAL EXPERIENCE

framato**me**

Framatome Corporation Lynchburg VA
Principle Software Engineer

2020 - Present

Lead software engineer for a MS Windows WPF based nuclear fuel moving monitor and control system.

- Took ownership of a large repository of C# WPF application code implementing a collaborating computer monitoring and operator control system including integrations with SQL server and PLC device control. Quickly re-engineered the code base to support new reactor types and new clients as well as supported existing clients. Implemented GitLab source control and collaborative engineering development disciplines.
- Manage various consultants and train new engineers on the architecture and best practices relating to the code base and industry domain it is serving.
- Interface with clients, project management, engineering leads and help migrate existing corporate policies to help reduce time to market and project maintenance costs.



2003 - 2020

ChyronHego Corporation Melville NY

Vice President Enterprise Projects, US; Vice President Engineering, US; Senior Vice President Product Engineering, Director of Product Management; Sr. Software Engineer

- Project manager and technical lead on several projects for Major League Baseball Advanced Media and ESPN. This included integration and deployment of player and ball tracking technology as well real time graphics visualization of the acquired data (StatCast and PitchCast) as well as new technology for college football . These and other sport related projects accounted for over \$10 million in revenue. Awarded a 2017 Technical Emmy and pending a second technical emmy.
- Managed technical research and development projects for golf, baseball, football and cricket with extensive in stadium and on site broadcast truck involvement.
- As Director of Product Management, I established the company's first formal product management group. I guided a team of 6 technical product specialists through PM training and together we established product lifecycle management tools and procedures. We covered all areas from Functional Specialist, Product Management and Product Marketing.
- Managed the development and operations of our news production graphics SAAS offering. Took the service through several data center locations, dealt with all areas of the data center infrastructure and managed the development and roll out of our second generation set of services. These were built on standard Microsoft IIS, SQL and Server infrastructure as well as our own custom graphics rendering servers. Used daily by over 5000 television news producers.
- Developed and product managed several broadcast video servers and graphics branding solutions. These were all C# based Windows systems with custom video IO processors. Each of these products were responsible for over a million dollars of revenue for the company annually.
- Led the company through adoption of new technologies, including IP Video, HDR Video, virtualizing video production and new audio standards.
- As team leader and ultimately VP of Engineering, I ushered in new technologies and processes such as .net, agile development and TDD.
- Responsible for the administration and personnel management for an engineering/SQA team of local and remote developers totaling 32, as well as several outside consultants.
- Responsible for the development of various hardware platforms, mechanical and electrical product designs, as well as walking our products through UL and CE Safety, emissions and immunity testing and certification.
- Performed technical due diligence for several acquisition targets.



Five Stones Development Inc, Smithtown NY

1998 - 2004

Principle of my own consulting company. I worked for various clients on several projects including:

- Multi-year project developing a real-time automation and control system for a family of audio mixing consoles built by Studer-Editech of Switzerland. This system slaved to LTC time code and recorded all the movement of the robotic faders, knobs and switches. It was written in C++/MFC with an extensive N-Unit testing framework.
- Performed IT management services for clients including wireless interbuilding networking, Windows server configuration and management, as well as customer application development in C++ and Visual Basic.
- Developed microcontroller hardware and software products.
- Developed a direct to consumer photo archiving and DVD burning application called Archive Creator. This was a full lifecycle development effort that involved application development using C++ and Visual Basic, integrating licensing, dealing with ecommerce sales, client support and release management. Several thousand were sold during the life of the product.



L3 Communications, Hauppauge, NY
1996 - 1998

Senior Software Engineer

Chief architect of a complex satellite earth station monitor and control software application. Developed using Microsoft Java, Visual Basic and C++ with a SQL backend.



Otari Corp, Hauppauge, NY
1991 - 1996

Head of Software Development

After Otari acquired my company, Digital Dynamics, I stayed on to manage a team of developers building control systems for the company's line of audio mixing consoles and digital audio recording systems.



Digital Dynamics, Greenlawn, NY
1989 - 1991

Principle

Developed the world's first 24 track digital audio recording system for professional recording studios and post production houses. I was involved in the mechanical, software and electronic design and production. Delivered product to post production houses, recording studios and the US government before selling the company to Otari Corp. in 1991.



LNR Communications, Hauppauge, NY
1984 - 1998

Engineer

Hardware, electrical and embedded software development for the company line of satellite receivers.

Education

- BS Computer Science. Stony Brook University 1985
- Scrum Master Training: Scrum.org
- Product Portfolio Management University Certification: Proficientz Corp
- Coaching and Team Building, Managing Multiple Projects: Skill Path Corp
- Design for Manufacturability: Motorola University

Highest Security Clearance Obtained: NSA Top Secret/Special Intelligence

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