

Sean Cafferty
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Education

Hofstra University

Bachelor of Arts Degree
Major: Film Studies and Production
Minor: Creative Writing

Hempstead, New York
May 2021

Experience

Newsmax Media

Media Manager

New York, New York
January 2025 – Present

- Manage daily ingest, QC, and archival workflows for broadcast media.
- Oversee routine NAS maintenance, Primestream operations, and organization of archival content.
- Revamped Hyperdeck record workflow by adding organization and expanding storage capacity.
- Processed 200+ licensed programs for Newsmax+ by designing automated workflows that streamline metadata collection and QC, reducing outstanding licenses to 0.
- Identify workflow gaps and implement process improvements that increase efficiency teamwide.
- Show initiative in high-pressure situations by driving immediate solutions.
- Serve as a reliable technical resource with a focus on interdepartmental collaboration.

Feeds Technician

March 2024 – January 2025

- Connected to remote guests and troubleshoot issues in transmission quality and shot composition.
- Coordinated with production teams to ensure seamless transitions between studio and remote sources.
- Supported on-site crews in the execution of plans for special live events, including multi-camera remote newscasts.
- Maintained a calm, decisive approach under pressure, balancing speed and accuracy to ensure smooth live operations.

Riot Games

Encoding Tech

Santa Monica, California
June 2022 – March 2024

- Media asset management including recording, editing, and archiving VODs of livestreams.
- Acted as a liaison between production crews and senior encoding staff.
- Assisted in the troubleshooting of encoding-related issues encountered by remote productions.

Encoding Operator

July 2021 – June 2022

- Monitored live streams to identify encoding issues like: artifacting, distortion, or desynchronization in the content.
- Pushed ad breaks during live content and recorded ad-density to meet contracted quotas.

Hofstra Club Esports

President

Hempstead, New York
May 2019 – May 2021

- Met with Hofstra's president to discuss the future of esports on campus and worked with Hofstra administrators to transition from a social club to a club sport.
- Successfully petitioned for \$5,000 of Student Government Association funding to join an Intercollegiate league.
- Negotiated for and secured a budget for the addition of six gaming computers in Hofstra's Game Room.
- Assisted in establishing seven competitive Esports teams and organized all club events, meetings, and fundraisers.
- Awarded Club Sport of the Year and Club Sport Leader of the Year for the 2019-2020 academic year.

Skills

Adobe Creative Cloud, OBS, Vmix, Microsoft Excel, Automated Workflow Design, Metadata Tagging, Quality Control