

# TIM CLAMAN

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## SUMMARY

**Business visionary** with career-long reputation for delivering innovative, successful software and hardware solutions for the media and entertainment industry. Strengths include:

- Expertise: Deep domain knowledge of media and IT technologies, workflows and best practices.
  - Leadership: Business-focused executive known for integrity, enthusiasm and collaborative approach.
  - Innovation: Vision to synthesize market and technology trends into successful business strategies and valuable intellectual property.
  - Experience: Extensive background in strategic business planning, software and hardware development, complex system design, product management and interaction design.
  - Influence: Ability to engage stakeholders with cogent verbal, written and visual communications.
  - Customer Focus: Track record of close customer relationships and deep industry engagement.
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## EXPERIENCE

### Chief Technology Officer

January 2011 to July 2012

*Avid*

*Burlington, Massachusetts*

Promoted to CTO, responsible for technology strategy, solution architecture and advanced development for Avid, a leading technology vendor to the media and entertainment industry with roughly \$678M in 2011 revenue.

- Worked closely with senior team to define and refine Avid's business, product and technology strategies.
- Drove key initiatives including Avid's SaaS and Cloud technology strategies.
- Developed and delivered future-looking vision presentations for key customer briefings, industry events, strategic marketing programs, internal strategy sessions and board meetings.
- Led a team of seven senior architects and technologists, as well as an advanced development team. Conceived and implemented multiple prototypes and proofs-of-concept, including Avid's Multi-platform distribution (MPD) solution for media publishing to web, mobile and social media platforms.
- Responsible for defining and promoting Avid's technology strategy with standards bodies (SMPTE), consortia (AMWA, EBU) and technology partners (Microsoft, Apple, Intel, Sony, MIT Media Lab, etc.)
- Partnered with Avid's legal team to define and implement Avid's IP strategy. Filed multiple invention disclosures and patent filings. Prioritized new filings and annuities for Avid's extensive IP portfolio.

### Vice President, Architecture & Technology

2009 to 2011

*Avid*

*Burlington, Massachusetts*

Chosen by SVP of Products to drive Avid's technology strategy and cross-product architecture.

- Led a team of seven senior architects. Defined and executed cross-product technology projects. Improved engineering efficiency by promoting component re-use and architectural best practices.
- Created and led Architecture Council comprised of Avid's twenty most senior architects to drive cross-product architectural planning and technology selection. Developed and implemented company-wide technology strategies for virtualization, unified product licensing, service-oriented architecture, thin client application architecture, and ancillary data management.
- Conceived and implemented Avid's corporate innovation program, fostering dozens of innovation projects and patent filings while improving employee engagement.
- Led technical due diligence for all M&A activities including the acquisitions of Blue Order and Max-T.

## **Vice President, Video Product Strategy**

2008 to 2009

*Avid*

*Tewksbury, Massachusetts*

Promoted by GM to lead strategic planning for all of Avid's video products, totaling more than \$400M revenue.

- Led cross-functional teams to develop three-year product plans. Codified strategic plans with Avid's executive staff and board of directors
- Established development priorities for an R&D team with more than 500 total engineers, totaling more than \$80M in annual operating expense.

## **Senior Director, Video Product Management**

2007 to 2008

*Avid*

*Tewksbury, Massachusetts*

Appointed to lead the team responsible for Avid's professional nonlinear editing and broadcast solutions.

- Product line responsibility for Avid Media Composer, Symphony, NewsCutter, DS, AirSpeed and Deko.
- Defined three-year product strategy and roadmap for Avid's professional editing solutions that led to revenue growth and substantial improvement in customer perception, as measured by Net Promoter Scores. Defined the product roadmap for Media Composer versions 3.0, 3.5, 4.0, 4.5 and 5.0.
- Managed development priorities for an R&D team with more than 200 total engineers, totaling more than \$40M annual operating expense.
- Wrote the "Post Production and Nonlinear Editing" chapter of the *NAB Engineering Handbook*.

## **Director, Video Product Design**

2005 to 2007

*Avid*

*Tewksbury, Massachusetts*

Selected to create and manage a nine-person global design team for Avid's industry leading video solutions, a portfolio of software and hardware products that generated combined annual revenue of approximately \$500M.

- Accountable for all aspects of user experience including visual and interaction design, workflow design, feature specification, competitive analysis, customer validation and technical product management.
- Partnered with Avid's engineering leadership to implement Agile/Scrum development practices.
- Defined and implemented work processes and centralized infrastructure for the product design team.
- Collaborated with CTO to drive Avid's Unified User Experience project, spanning all product lines.

## **Director, Interoperability & Standards**

2003 to 2005

*Avid*

*Tewksbury, Massachusetts*

Chosen by COO and CTO to define and execute key technology and business initiatives both internally within Avid and externally with partners and standards bodies.

- Co-authored Avid's technology strategy with Avid's CTO, defining the core framework for interoperability, metadata, asset management, canonical file formats and workflow automation.
- Led the architectural design and implementation for Interplay, Avid's next generation production asset management solution. Drafted requirements documents and led the product design team.
- Avid's liaison to prominent broadcast industry groups such as SMPTE and the EBU. Member of the AAF Association board of directors, the Pro-MPEG Steering Committee and Avid's Strategy Team.
- Identified key strategic acquisitions in the areas of asset and content management. Led the technical due diligence for the acquisition of NXN Software, which became the foundation for Avid Interplay.

## **Director, Video Product Marketing**

2001 to 2003

*Avid*

*Tewksbury, Massachusetts*

Transferred to corporate headquarters to lead the team responsible for product management, design and marketing for Avid's innovative Unity line of collaborative storage and infrastructure products.

- Delivered >20% annual revenue growth for Avid's networking and storage products during a down business cycle for the company's video division.

- Expanded Avid's storage revenue to \$65-70M through product line extension, innovative product design and effective, economical product marketing.
- Set product development priorities for the Avid Unity storage product line, including requirements for the next generation ISIS platform.
- Managed a six-person product management and marketing team. Defined product positioning, oversaw ad campaigns, developed sales tools, web content, press releases, sales training, channel communications, marketing collateral, competitive analysis and technical white papers.
- Delivered comprehensive quarterly business and strategy reviews. Presented regularly to key customers, industry analysts, business partners, and Avid's board of directors.

**Senior Product Manager, Pro Tools**

1998 to 2001

*Digidesign*

*Palo Alto, CA*

Hired to define Digidesign's post product strategy and design key Pro Tools features for the post market, a segment that represented roughly half of Digidesign's growing business in professional audio products.

- Contributed to >30% annual growth through conception, design and management of innovative products.
- Lead product designer for the software releases that led to Digidesign's Academy Award for Pro Tools.
- Product Manager for all post-production software and hardware products. Authored detailed specifications for Pro Tools 4.3.X, 5.0.X, 5.1.X and 6.0.X. Appointed to Digidesign Strategy Team.

**Senior Mix Engineer / Chief Engineer**

1996 to 1998

*Crescendo! Studios*

*San Francisco, CA*

Helped design, build and establish a successful start-up audio postproduction boutique in San Francisco. Billed more than \$1M during the first year. Principal sound designer and mixer for national ad campaigns for Budweiser, Nike, Levi's, Saturn, Isuzu, Polaroid, Kia, Clorox, HP, 7Up, Coke, Coors, Yahoo!, McDonald's and many others.

**Sound Designer / Mix Engineer**

1992 to 1996

*Pacific Ocean Post*

*Santa Monica, CA*

Brought in house as senior mix engineer and sound designer for one of L.A.'s premier postproduction facilities. Edited, mixed and mastered film and television programs, music videos, documentaries, trailers, and national commercials. Mastered CD's for soundtrack albums. Restored and re-mastered old film print masters.

**Recording Engineer / Editor / Professional Musician**

1988 to 1992

*Freelance*

*Los Angeles, CA*

Pioneered the use of digital audio workstations in sound editorial for major feature films, including The Doors, For the Boys, Newsies, Boomerang, The Waterdance, Mr. Saturday Night, and others. Programmed Synclavier and MIDI sequencers, samplers and synthesizers for recording artists such as Linda Ronstadt, Rod Stewart, Pete Townshend, Lou Gramm, Go West and Paul Young.

**Product Specialist**

1988 to 1990

*New England Digital*

*Los Angeles, CA*

Recruited by manufacturer of high-end Synclavier and Direct-to-Disk audio systems to provide expert technical sales support and customer training for high visibility customers including Sting, Pat Metheny, Michael Jackson, Frank Zappa, and Stevie Wonder.

**EDUCATION**

**Dartmouth College, Hanover, NH**

June 1988

Bachelor of Arts, High Honors in Music Composition. Secondary emphasis in Economics. First manager of the Bregman Electro-Acoustic Music Studio. Teaching Assistant for electronic music and music theory courses.

*References Available Upon Request*