

ANDY WRIGHT



Technology Executive with a proven track record of building and leading teams from product incubation through launch and operation. Experience launching multiple consumer facing products to tens of millions of users at an accelerated pace. Founded a startup, worked in incubation teams within larger companies and led multi team technology portfolios.

andyjwright@msn.com

818-531-2606

Los Angeles, CA

andywright.net

EXPERIENCE

Head of Technology, Worldwide Theatrical Sales and Distribution

Walt Disney Studios (Los Angeles, CA) 2018 - Present

I lead an international product and engineering team that develop and maintain the systems and infrastructure for the planning, sales, booking and distribution of Disney, Marvel, Lucasfilm, Pixar & 20th Century Fox theatrical releases worldwide.

Responsible for an industry leading portfolio of applications with multi-discipline teams totaling over 75 people.

Defined and led the execution of the technology integration strategy for the Theatrical business for the 21st Century Fox acquisition.

\$9.8B in 2018 global box office revenue.

Director Product Development

Walt Disney Studios (Los Angeles, CA) 2013 - 2018

I led five Product teams within Studio Technology totaling 50+ people encompassing Senior Product Managers, Product Managers, Business Analysts, Producers and Experience Designers. Teams were Studio Consumer Experiences, Marketing Technology, Data Services, Experience Design and Residuals / Participations.

Led the product team for Disney Movies Anywhere, launched in 2014 in partnership with Apple, subsequently added Google, Amazon, Vudu and Microsoft as partners with over 13M registered users. This product became Movies Anywhere which included participation from 5 major studios.

For marketing defined the vision and product for a custom tool used to manage and communicate Theatrical Marketing campaigns across the entire Marketing organization of 300 users.

Co-Founder and CTO

Funtini (Seattle, WA) 2012 - 2013

Founder and CTO of Funtini, a mobile games startup focused on social games that leverage user generated content.

Pitched to VC's and investors. Shipped Flicksy, a video-based trivia game on iPhone and iPad. Defined both client and server-side software architectures, coded both server and client features. Configured and maintained backend infrastructure on AWS.

Senior Technical Program Manager

Amazon (Seattle, WA) 2011 - 2012

Program Manager for Amazon GameCircle providing achievement, leaderboard, social and syncing services to game developers on the Kindle Fire platforms. Program Manager on Amazon Fire Phone / Fire TV for the integration of Amazon services: shopping, prime video, music & photos.

Agile Consultant

Group Health (Seattle, WA) 2010 - 2011

VP Product Development

Smith and Tinker (Seattle, WA) 2008 - 2010

Executive Producer

Radiant Machine (Seattle, WA) 2006 - 2008

Senior Project Manager

Myrio Corporation (Seattle, WA) 2005 - 2006

Program Manager

BT Syntegra (London, UK) 1999 - 2004

Project Engineer / Manager

GCHQ (Cheltenham, UK) 1991 - 1999

EDUCATION

BSc, Digital Systems Engineering with Management Studies
University of the West of England 1996 - 2000

HND, Electronic & Electrical Engineering with Management Studies
Plymouth University 1992 - 1995

ND, Electronics and Communications Engineering
Nottingham University 1989 - 1991

CORE SKILLS

General Management

Effective at communicating at all levels of an organization, managing direct teams and managers of teams, building and running cross functional teams to deliver consumer facing products, working with senior executives to define business goals and targets and translating those into clear strategies for the organization.

Product Management

Creating new product concepts to support business priorities, defining Product strategy, value proposition and goals. Creation of consumer journeys, product roadmaps and persona definition. Entire lifecycle Product Management from idea and vision, through execution and operation / optimization.

Agile Methodologies

Experienced agile practitioner with a sound understanding of Agile software development principles including TDD, Unit Testing, Continuous Integration and Agile release planning. Uniquely I have experience in the scaling of agile methodologies across multiple teams, with complex dependencies and integrations.

TECHNOLOGIES

Web applications and architecture
Mobile app development (iOS & Android)
10ft platform application development
Web services, SOA, REST API's
Data Services and Analysis Tools
Cloud Services and Architecture
Digital Entertainment / Streaming
Games Development & Game Engines
C#, Java and Javascript, python, SQL
NodeJS, Redis, MongoDB
DataBricks, Tableau, MicroStrategy

AWARDS & ACHIEVEMENTS

2016 FCC Chairman's Awards for Advancement in Accessibility
Descriptive Audio feature in Disney Movies Anywhere

2015 Webby Nomination
Disney Movies Anywhere

5 Disney Inventor Awards
For successful patent submission

UCLA Anderson School of Management
Guest speaker for Management of Enterprise in Media, Entertainment & Sports (MEMES) program

CERTIFICATIONS

Certified Scrum Master
Certified Scrum Product Owner

PATENTS

Graph based content browsing and discovery
US20180285478A1
Pending

Systems and methods of visualizing multimedia content
US20170024385A1
Pending

Adjusting media availability via a content consumption activity dashboard
US20160381411A1
Pending

Generating dynamic temporal versions of content
US20160373817A1
Pending

Automated device authorization and deauthorization
US9514287B2
Granted