Andrew Pritykin
SENIOR ENGINEERING MANAGER, CSPO

A highly motivated professional with over 10 years of hands-on experience in broadcast and media technology, adept at seamlessly merging hardware and software development proficiency with robust team leadership. Detail-oriented individual with a passion for Quality of Experience (QoE) and innovation, integrating AI/ML into real-time video and audio analysis workflows.

Renowned for fostering cross-functional frameworks and driving automation efforts across global OTT programs, with a unique blend of product strategy, hands-on engineering, and team enablement. Able to navigate ambiguity while bridging the gap between business and engineering, ensuring measurable outcomes through KPIs and continuous system evolution.

Contact

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Location
Morganville, New Jersey, US

Education

2016
Master of Science, Computer Science
New Jersey Institute of Technology

2013
Bachelor of Science, Electrical and Computer Engineering
New Jersey Institute of Technology

2011
Associate of Science, Electrical and Computer Engineering
Middlesex College

Certifications

- Certified Scrum Product Owner - 1797234
- AI Product Manager - Udacity

Language

English
Russian
Ukrainian
Polish
Spanish

Experience

2019-04 - Present
The Walt Disney Company, New York, US
Senior Engineering Manager, Media Performance Development Engineering
Directed architecture and delivery of an enterprise-grade platform for remote OTT device control and automation across Disney+, Hulu, and ESPN+, embedding computer vision for customer-centric platform agnostic test execution and QoE validation. Integrated a custom LLM into the product stack to streamline test generation and increase velocity across a shared device fleet. Directed the Certification Management Program for global partners, aligning product integrations with Disney's technical standards. Drove strategic cross-functional efforts to unify internal tools and streamline engineering workflows.

2016-06 - 2019-04
Activision Blizzard, New York, US
Engineering Lead, Video Platform

Oversaw the migration of the MLG video platform to integrate with Blizzard's Live/VOD infrastructure. Led the content distribution strategy for major Esports and Entertainment events, including Overwatch League, Call of Duty World League, and Blizzcon. Enhanced the broadcast pipeline through the implementation of AWS Elemental technologies and optimized end-to-end HLS video player configurations to ensure adaptive bitrate performance, low latency playback, and cross-device compatibility.

2015-12 - 2016-06
Major League Gaming, New York, US
Engineering Lead, Live Video Platform

Lead the architecture and development of a robust streaming platform for MLG Esport events and content creators. Establish high-quality broadcasts to millions of viewers worldwide, both on-site and remote. Improved platform reliability, scalability and video distribution. Maintained custom hardware encoding solutions for optimal encoding performance and video quality. Developed automation frameworks for regression testing and CI/CD pipelines. Managed test suites, documented defects, and contributed insights to improve QA and development within an agile team.

2012-04 - 2013-12
LiveU, Hackensack New Jersey, US
Professional Services Engineer

Project Lead for LU-Smart Android/iOS. Responsible for providing administrative duties & projects as needed based on department needs. Active participant of R&D experiments to further enhance product capabilities. Hardware / Software development and installation setup of products for streaming content. Developed low level installation scripts. Contributed to product mentoring and user manual development. Active participant of all product design reviews and department meetings.