

Matt Boggie

Brooklyn, New York
917 446-8053 • mboggie@gmail.com

About

I'm an executive, futurist and team leader with deep experience in all facets of media technology, product development, cross-departmental workflow, and organizational change. Throughout my career, I've been most excited when investigating the newly possible, developing new ideas and concepts, and seeing them through to creation. My insights have transformed how companies produce products, serve customers and tell stories. I am equally comfortable debugging code alongside developers as I am addressing international symposia, and the work I've led has won recognition worldwide, making me a sought-after speaker, consultant, and contributor. I also co-write a bi-weekly newsletter on the ethical implications of technology at <https://www.ethicalfutureslab.com>.

Professional Experience

THE SKIMM

DECEMBER 2018 – FEBRUARY 2020

Chief Technology Officer

Provided strategic guidance and support to founders as the company grew beyond its initial product set. Led a growing team of 25+ technologists to improve processes, quality, and culture. Managed an annual budget for personnel, expenses and contractors of \$7M. Supported the creation and expansion of the executive leadership team. Fulfilled functions of the Chief Product Officer role — overseeing Design and Product teams, and guiding decisions and prioritization of a major new product effort — while that role was being re-filled.

AXIOS

JUNE 2016 – SEPTEMBER 2018

Chief Technology Officer: 2016–2018

Employee #2. Built the technology team and infrastructure powering a growing news media organization. Developed simple and trustworthy content creation tools that can expand to multiple tenants and diverse communications needs. Selected and managed software and service partners helping to deliver millions of page views, emails, and experiences each day. Guided strategic thinking for our technology platform on a 2-3 year horizon, and turned those strategies into timelines, budgets, and work assignments for a team of fifteen technologists.

THE NEW YORK TIMES R&D LAB

JUNE 2010 – JUNE 2016

Executive Director: 2013–2016

Supervised Creative Technologists and Data Scientists developing prototypes for new interactions between users and information. Reviewed technical literature, academic papers, startup investment plans, and both public and internal research on technology and innovative interactions. Developed prototypes and trial applications that illustrated aspects of predicted futures. Presented The New York Times' vision of the future of news and information to advertisers, agencies, employees, and select partners in a variety of public and private settings.

- Managed a staff of eight and a budget of \$3M while investing in new platforms for innovation
- Spoke at industry events, including NewspaperNext and the International News Media Association, Journalism/Interactive, FutureEverything, WAN/IFRA, and Digital Medier (Oslo)
- Wrote positions on industry issues such as Net Neutrality Legislation, Responsive Design, Ad Blocking, Platform Distribution, and Data Management Strategies.
- Was granted a U.S. Patent for a social advertising product

Director of Technology Strategy: 2011–2013

Media and Technology Strategist: 2010-2011

Silver Medal, Corporate Entrepreneur Awards for Innovation Program: 2015

ACCENTURE LTD.

JUNE 1999 – JUNE 2010

Senior Manager, 2006–2010

Supervised teams of up to 10 employees in planning and delivering projects for media, entertainment, and communication clients. Defined new business processes and requirements for cross-departmental initiatives in film and broadcast divisions. Served as subject matter advisor for U. S.-based broadcast, content creation, and distribution business practices. Controlled P&L for projects up to \$5 million in revenues and two years in length. Mentored the formal career development of employees that resulted in promotions and new opportunities for the employees. Assisted in numerous financial, staffing, and quality management operations that contributed to \$100 million in annual revenue. Taught classes to company personnel on program management, technical architecture, digital asset management, and content management. Created internal training, external marketing leadership, and point-of-view materials for the company's Digital Transformation Initiatives.

- Wrote a Global Broadcast Consumer Survey analyzing consumer behavior and preferences, and presented its findings and conclusions to press in interviews and seminars.
- Conducted a detailed design and business case evaluation for digitizing a major motion picture studio's production and distribution operations. Potential savings of \$130 million over 5 yrs.
- Analyzed methods of cost reduction for global distribution of programming for a prominent U. S. cable network, leading to recommendation and implementation of new production workflow.
- Designed and developed a content platform that backed a top-five U. S.-based news website, providing more up-to-date, relevant, and personalized content to a growing online audience.
- Designed, built, tested, and launched a programming management solution for a U. S. network that provided new capabilities for content scheduling and acquisition of programming. Compressed schedule timelines by 10 days/month and reduced re-entry of data by 85%.

Manager, 2003-2006

Consultant, 2000-2003

Analyst, 1999–2000

Education

BOSTON UNIVERSITY

B.A. IN COMPUTER SCIENCE, 1999

Minor: Communication Studies

Honors: Magna cum Laude