BRIAN ANGIOLETTI

MEDIA PLATFORM & STREAMING TECHNOLOGY EXECUTIVE

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EXECUTIVE PROFILE

Global media platform engineering executive offering 20+ years of expertise designing, operating, and scaling high-availability streaming architecture for major direct-to-consumer services, including Disney+, Hulu, ESPN, and MLB.tv. Founding leader of the Disney+ media infrastructure team, currently steering a 140-person worldwide organization across North America, Europe, and Asia-Pacific. Synthesizes end-to-end platform architecture, multi-CDN optimization, AI-driven automation, and global operational strategy to maximize playback quality, broadcast-grade reliability, and delivery economics.

EXECUTIVE EXPERTISE

Streaming Platform Strategy • Global Engineering Leadership • Media Delivery Infrastructure • Reliability & SRE • Live & VOD Operations • Multi-CDN / Delivery Economics • Encoding & Playback Performance • AI-Driven Automation • Quality Engineering • Vendor & Capital Strategy • Organizational Design

PROFESSIONAL EXPERIENCE

Vice President, Media Experience | The Walt Disney Company — Disney Streaming

2018 – Present

Leads Media Experience, the ~140-person global engineering organization responsible for the reliability, scalability, performance, and quality of media platforms underpinning Disney+, Hulu, and ESPN. Scope expanded in 2023 to include Performance Engineering. Teams span the U.S., Europe, and India.

- Founding contributor to Disney+ — team has processed every piece of media on the platform from the Netherlands beta launch through today; personally led definition of delivery specifications for Disney+, ESPN, and Hulu
- Owns the end-to-end media lifecycle — acquisition, ingestion, encoding and packaging, origin delivery, playback performance, and quality control — at a scale of 50,000+ live events annually, 2,000+ 24/7 linear networks, and 10,000–15,000 new VOD titles per month for a 100M+ subscriber base with five-nines reliability objectives.
- Achieved ~17% aggregate live bitrate reduction across Disney+ through Segment Quality Adaptive technologies, translating encoding innovation into meaningful CDN cost savings; drove comparable efficiency gains across VOD through re-encoding and algorithmic improvement.
- Lowered streaming delivery economics through a first-party CDN strategy and aggressive multi-CDN management, materially reducing cost per GB while preserving performance and reliability.
- Improved and extended the 4-hour content delivery SLA across Disney+, ESPN, and Hulu through pipeline modernization and worldwide team distribution; established differentiated turnaround targets by content type in place of a single blanket standard.
- Scaled AI-enabled operations — automated language detection, anomaly-targeted QC, and a personally built AI-assisted validator for MDDF/CableLabs deliveries — extending full quality coverage to tens of thousands of monthly media components previously impossible to check manually.
- Led strategic platform capabilities spanning UHD/HDR live delivery, AV1 codec strategy, RUM-based routing, and large-scale visual quality automation while managing multi-million-dollar operating and capital budgets.
- Scaled leadership capacity across Media Delivery, Performance Engineering, Quality Control, Distribution, and Platform Operations, including integration of ~30 operators, engineers, and managers during the 2023 reorganization.

Vice President, Media Delivery | BAMTech Media *2016 – 2018*

- Expanded live and VOD platforms beyond sports to support major direct-to-consumer services including WWE Network, Sony PlayStation Vue, and HBO NOW
- Helped translate MLBAM's streaming infrastructure into the broader BAMTech platform, extending proven media-delivery capabilities to entertainment and general-audience use cases while maintaining broadcast-grade reliability

Senior Director, Media Delivery | MLB Advanced Media (MLBAM) *2003 – 2016*

Founding Media Delivery (2008–2016)

- Founded Media Delivery in 2008 and built the team and infrastructure from the ground up, expanding into live encoding while sustaining file-based encoding and postproduction operations.
- Built and operated platforms supporting MLB.tv, widely regarded as the industry benchmark for live sports streaming reliability and quality
- Scaled the organization and infrastructure to process upwards of 35,000 files per day and support 10,000+ live events annually
- Expanded MLBAM's platform to power major third-party direct-to-consumer services including WWE Network, ESPN3/ESPN360, GBTV (The Blaze), and YouTube — establishing MLBAM as the leading streaming technology provider in sports and entertainment
- Managed multi-million-dollar annual capital budgets; led buildout of geographically redundant datacenter infrastructure

Post Production Operations & Early Encoding (2003–2008)

- Joined as an overnight highlight editor in 2003; by 2005 was running postproduction operations for a team of 40–50 editors and part-time staff — responsible for infrastructure, hiring, and editorial standards

EARLIER CAREER

Film Society of Lincoln Center
Offline Editor — Celebrity tribute & festival programs
2000 – 2008 (part-time)

NBA Entertainment / NBATV
Editor — Nightly highlights & broadcast content
2003 – 2004

EDUCATION

St. John's University
B.S., Communication Arts · Business Minor

School of Visual Arts
Continuing Education — Motion Graphics & Post-Production

PLATFORMS & ECOSYSTEMS

Disney+ · Hulu · ESPN · MLB.tv · NHL.tv · BAMTech Platform · WWE Network · HBO NOW · Sony PlayStation Vue · ESPN3 / ESPN360 · GBTV / The Blaze · YouTube (partner) · 120 Sports