

Shawn Williams

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IT & Live Production Technology Leader

Hands-on technology leader running building-wide IT and broadcast production for a 30,000 sq-ft esports arena. Seven years at HyperX Arena Las Vegas, promoted from Production IT to VP of Technology. Manages IT and Production staff since 2021. Owns the full stack, from Cisco/Palo Alto networks and Azure AD to Ross, Evertz, and Lawo show systems and LED walls.

EXPERIENCE

VP of Technology — Allied Esports / HyperX Arena Las Vegas May 2026 – Present

- Lead IT and Production for the 30,000 sq-ft venue; hands-on system owner and people lead for both teams.

Director of Operations and IT — Allied Esports / HyperX Arena Las Vegas Feb 2025 – May 2026

- Directed IT and facility operations for a venue serving 100+ daily guests with 50+ staff.
- Led a 4-person IT team plus cross-functional operations and Production staff.
- Owned IT stack (Azure AD, PXE imaging, Cisco/Ruckus, Cisco/Palo Alto firewalls, 100+ gaming PCs) and live production (Ross Acuity/Carbonite/Mira/Tessera, Evertz Magnum, Lawo, cameras/CCU, LED walls, XPression/Mosaic).
- Maintained 99.9% live-event uptime; rack install and repair; signal-flow troubleshooting under show pressure.

IT Manager — Allied Esports / HyperX Arena Las Vegas Sep 2023 – Feb 2025

- Deployed Azure AD with SSO across 25 workstations, cutting login issues about 60%.
- Built a PXE imaging server, reducing OS deployment from ~4 hours to under 30 minutes.
- Managed Cisco, Ruckus, Palo Alto, and 3CX VoIP with zero downtime during live events.
- Mentored 10+ junior technicians; supported Ross, Evertz, Lawo, and LED show systems.

Operations Manager (dual role, retained IT) — HyperX Arena Jun 2022 – Sep 2023

- Oversaw F&B, facility operations, and guest services while keeping full IT leadership through live events.

Production IT → IT Technician → IT Manager — HyperX Arena Apr 2019 – Jun 2022

- Promoted three times in three years for technical leadership and live-event reliability.
- Supported 100+ gaming PCs, Windows/Linux servers, VoIP, and 50+ esports broadcasts with zero downtime.

Event Support, Broadcast Transmission — Blizzard Entertainment Occasional

- On-site transmission and QC for a couple of live events.

CORE SKILLS

Broadcast / AV: Ross Acuity, Carbonite, Mira, Tessera, XPression; Evertz Magnum; Mosaic; Lawo; cameras/CCU; LED walls and controllers

IT / Network: Cisco switches and firewalls, Palo Alto, Ruckus, Azure AD, Microsoft 365, VMware, Windows/Linux, PXE, 3CX, password management, cloud storage

Leadership / Ops: IT and Production team lead since 2021, live-event reliability, rack install/repair, vendor coordination, customer service