SAM GUTENTAG

hello@samgutentag.com   www.samgutentag.com   github.com/samgutentag   San Francisco Bay Area

Experienced Developer Support Engineer driven by a passion for learning new technologies and supporting the developers and teams that build with them.

EMPLOYMENT

Penumbra **Developer Support Engineer**   Aug 2020 - Present

- Established and led developer relations team to serve as the partner developer voice in platform roadmapping with internal engineering and product stakeholders
- Launched a partner developer portal that streamlined onboarding and education, increased collaboration with internal developers, and cultivated a community to proactively problem solve and implement new features
- Authored new and reconciled existing documentation, and produced accompanying video and written tutorials, to promote partner developer education and best practices when using the SDK to build applications
- Implemented coding sessions and reviews with partner developers in the product cycle to establish a common ground with each developer and provide tailored support based on their existing capabilities

Penumbra **Lead Character Technical Artist**   Sep 2018 - Aug 2020

- Constructed asset management pipeline system to streamline artist asset creation and proper ingest into Unreal Engine
- Adapted and created several generic, reusable rigging setups for quick iteration of characters and animations
- Led documentation efforts of API interfaces, python utilities, and workflow processes across the organization

Industrial Light & Magic **Creature Technical Director**   Nov 2014 - Feb 2018

- Maintained and enhanced existing scripts to suit specific project needs for creature and animation departments
- Contributed to documentation of in-house tools, python scripts, and commercial software integrations
- Adapted and created several generic, reusable rigging setups for in-house software packages

Industrial Light & Magic **Layout & Location Matchmover**   Apr 2015 - Feb 2018

- Convey technical instruction and visual effects task requirements to nontechnical cast and crew
- Coordinated data collection used to accurately recreate film set locations for digital set extensions
- Supervised motion capture shoots and reference photography for traditional and virtual reality productions

Industrial Light & Magic **Technical Resource Assistant**   Sep 2013 - Nov 2014

- Monitored 25,000 render nodes processing upwards of 250,000 daily jobs across globally located render farms
- Co-wrote monitoring and analysis tools to track render progress and notify users of job failures and anomalies
- Used analysis tool to identify bottlenecks in ingest code base, and implemented fixes to improve render preprocessing

PROGRAMMING LANGUAGES, SKILLS & UTILITIES

Actively Using: Python, Numpy, Matplotlib, Markdown, Git, PlatformIO, Technical Writing
Developing: SQL, JavaScript, Docusaurus

EDUCATION

The Ohio State University **B.A. Computer Information Systems**   Aug 2008 - May 2013

Course work included Object Oriented Programming, Python Programming, Database Systems, Data Manipulation, Game Animation and Development, Motion Capture Processing, Maya Modeling & Simulation, Color Study