# SAM GUTENTAG

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## EMPLOYMENT

### Audius, Developer Relations Engineer
Dec 2023 - Present

**Developer Collaboration and Advocacy:**
- Ran internal and external hackathons to foster developer creativity and outreach in additional to testing new tooling and features.
- Worked with stakeholders to identify areas for grown and pain points for developers building on the Audius protocol.
- Drove initiative to create Javascript, Rust, Go, and Python SDKs to increase addressable developer market.
- Established a common workflow for stakeholders, community developers, and end users to provide feedback across the stack.

**Effective Documentation and Education:**
- Revamped documentation initiatives, consolidating scattered resources to a single source of truth.
- Created educational materials for internal and public tooling using Audius as the backbone.
- Served as primary point of contact in addressing developer needs, facilitating knowledge transfer with the core engineering team.

**Cross-Functional Support and Community Management:**
- Leveraged Data Analytics skill set to identify key metrics in monitoring developer and end user engagement.
- Identified actionable items to engineering roadmap by using LLM and other Natural Language processing tools to process and summarize developer and user feedback.

### Helium Foundation, Developer Relations Lead
May 2022 - Dec 2023

**Developer Collaboration and Advocacy:**
- Launched Helium Network Explorer and Helium Wallet applications using Node and React Native with core developers.
- Engaged directly with developers, fostering a thriving ecosystem of community-driven, cross platform applications and tools.
- Established a feedback process, aligning internal engineering efforts with developer needs and stakeholder alignment.

**Effective Documentation and Education:**
- Led documentation initiatives, researching new ideas and gathering community insights to create educational materials.
- Played a pivotal role in addressing developer questions and facilitating knowledge sharing within the Helium Ecosystem.

**Cross-Functional Support and Community Management:**
- Assumed roles in Community Management and Data Analytics, supporting non-technical teams to the Helium Ecosystem.
- Leveraged Natural language processing tools to evaluate end user sentiment and identify common pain points for developer products and services within the ecosystem.

### Penumbra, Inc, Developer Support Engineer
Sep 2018 - Aug 2022

**Developer Advocacy and Collaboration:**
- Founded and led a developer relations team that championed partner developers, driving smoother onboarding, increased collaboration, and swift issue resolution.
- Launched a developer portal, elevating educational resources, collaboration capabilities, and the adoption of SDK best practices across twelve 2nd party development studios.

**Effective Documentation and Education:**
- Produced documentation and tutorials, fostering the education of partner developers and promoting efficient SDK usage.
- Hosted personalized coding sessions and reviews, cultivating strong relationships with tailored assistance to development teams.

**Technical Integration and Asset Management:**
- Engineered a streamlined asset management pipeline, enhancing artist productivity and optimizing asset integration into the Unreal Engine development environment.
- Produced written and video tutorials to integrate in-house pipelines with commonly used 3rd party software workflows.

### Industrial Light & Magic, Creature Technical Director
Sep 2013 - Feb 2018

**Workflow Optimization and Customization:**
- Crafted comprehensive documentation and guides for proprietary tools and external software integration.
- Built custom solutions on a show by show basis enabling individual workflow integrations for animators and layout artists.

**Production Supervision and Technical Enhancements:**
- Created multiple versatile, reusable rigging setups for internal software packages, facilitating consistent rigging processes.
- Oversaw motion capture shoots and photography for virtual reality productions, ensuring accurate and high-quality assets.
- Collaborated on monitoring and analysis tools, enabling real-time tracking of rendering progress and proactive detection.

## EDUCATION

### The Ohio State University, Bachelor of Arts in Computer Information Systems
Aug 2008 - May 2013