

# SAM GUTENTAG

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github.com/samgutentag

*Experienced Developer Relations Lead with a focus on building communities, bridging the gap between technical teams and external developers and driven by a passion for learning new technologies.*

## EMPLOYMENT

### Helium Foundation, Developer Relations Lead

May 2022 - Present

#### Developer Advocacy and Collaboration:

- Collaborated with device manufacturers to reduce integration challenges during significant infrastructure changes.
- Engaged directly with developers, fostering a thriving ecosystem of community-driven Network Explorers 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, providing support to non-technical teams contributing to the Helium Ecosystem.
- Contributed to the broader success of the ecosystem by offering insights and assistance beyond technical aspects.
- 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 partner developer portal, elevating educational resources, collaboration capabilities, and the adoption of SDK best practices across 12 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 and providing 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 environment.
- Produced written and video tutorials of processes and common workarounds 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:

- Tailored scripts to fulfill distinct requirements in creature and animation projects, significantly enhancing workflow efficiency.
- 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

Columbus, OH

Aug 2008 - May 2013