

SAM GUTENTAG

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Experienced Developer Relations Engineer 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

Audius, Developer Relations Engineer

Dec 2023 - Present

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 partner 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 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.

SKILLS

Active Usage:

- Python, Numpy, Matplotlib, Markdown, Git, Docker, Docusaurus, Community Management

Familiarity & Developing:

- Rust, Typescript, SQL, Postman, GraphQL, Weaviate

EDUCATION

The Ohio State University, Bachelor of Arts in Computer Information Systems

Aug 2008 - May 2013