Scott Miller, Technology Fellow for Engineering and Infrastructure, DreamWorks Animation

TITLE

DreamWorks Animation Taps Modern Scale-Out Storage to Accelerate Its Digital Content Pipeline

ABSTRACT

Behind the flying dragons and dancing trolls are the combined talents of DreamWorks Animation's award-winning engineers, filmmakers and artists. Together, they collaborate to create the tools needed for one of the most complex digital manufacturing processes in the world: making a computer-generated (CG) animated movie.

In order to meet the demands of the studio's digital content needs, DreamWorks Animation relies on solutions such as HPE Apollo servers and Qumulo Core for a flash-first hybrid storage architecture that is more performant and scalable. Keynote speaker, Skottie Miller, Technology Fellow for Engineering and Infrastructure at DreamWorks Animation will explain how the studio found a solution to keep pace with the vast amount of small file data generated from animation rendering workflows.

BIOGRAPHY

Scott Miller is a Technology Fellow for Engineering and Infrastructure at DreamWorks Animation, where he guides the technical direction of the studio's infrastructure technology. Scott is focused on operations and implementing long-term strategies for high performance computing, high performance storage and networking. He is responsible for the computational visualization infrastructure required for creating computer generated 3D animated films.

In his role, Scott provides technology expertise and advanced systems architecture strategy supporting the studio's high performance compute infrastructure. Working with HP, he implemented the first offsite grid computing for feature animation rendering on Madagascar and Shrek 2, including a wide-area NFS caching approach to enable offsite computing without pipeline or software modifications. This work continues today to empower DreamWorks Animation's use of the cloud for compute, storage and analytics.

In his many years in the entertainment industry, Scott has credits on over 30 productions including The Boss Baby. Prior to joining DreamWorks Animation, Scott was a Senior Staff Engineer in Visual Effects at Walt Disney Feature Animation. He also worked in the aerospace industry for 11 years as a Senior Software Engineer at Honeywell Aerospace/Hughes Aircraft.

Scott received a B.S. and a M.S. from California State University, Fullerton.