

Diganta Saha

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EMPLOYMENT:

Sr. System Administrator
Jaunt XR (formerly Jaunt VR)

Mar 2016 – Present
Santa Monica, CA

- Deploy and maintain Windows, Linux (CentOS/Ubuntu), Mac, desktop/laptops/servers
- Administer NAS storage systems, with LTO tape for backups and restores
- Support Cisco, Polycom VoIP phones on a Cisco switch network. Switched to RingCentral VoIP
- Incident tracking using JIRA for tickets and sprint runs using a Scrum methodology
- Thorough documentation using wikis with Atlassian Confluence, for How-Tos and Troubleshooting
- G-Suite account creation, administration, disk quota allocation, security and troubleshooting.
- Deploy macOS and packages using JAMF Pro (Casper Suite) MDM leveraging DEP and VPP
- Using AWS Docker EC2 for services, S3 buckets storage, setting up accounts with IAM.
- Help with production pipeline of 360 video content and new VR/AR content with DCC tools
- Assist sales, business development, creative and engineering teams with virtual reality demos
- Support multiple VR / MR / AR headsets from Oculus Rift, HTC Vive, Microsoft Hololens + Windows MR, Magic Leap One. As well as a real-time volumetric capture system stage using Intel Realsense depth sensing cameras.

Sr. System Administrator
Scanline VFX

Oct 2014 – Mar 2016
Los Angeles, CA

- Configure Windows workstations (~500), Linux servers (CentOS, Debian and SUSE. Often virtualized in VMware ESXi vSphere with vMotion / HA / Fault Tolerance or Citrix Xen cluster) and render farm with Deadline (~1750 nodes). With a variety of needs from Nuke, Maya, 3DStudio Max and a large array of plugins from FumeFX to Krakatoa. Most workstations using a Teradici PCoIP for Linux/Windows workstations for our LA and Vancouver users.
- Administer 2.5 Petabyte EMC Isilon with an Avere cluster, as well as network switches (Cisco, Extreme and Juniper) , configure Fortinet firewall rules
- Incident tracking using RT ticket system. Monitoring tools using PRTG with custom dashboards
- Confluence wiki system to create and maintain written procedures for processes and licenses
- Support current infrastructure of 3rd party, as well as proprietary in-house software/hardware solution: our 168 Flowline cache server for water simulation and dynamics with 2.0 petabytes of storage.
- Administer network services: Active Directory (AD), LDAP, BIND DNS, DHCP, NFS, Asterix VoIP
- Used FOG to clone most of our Windows workstations. PDQ Deploy for .exe & .msi packages
- Create a Yosemite Mac OSX 10.10.x image for our laptops and use VMware Fusion or Bootcamp

System Engineer
Method Studios

Mar 2014 – Aug 2014
Santa Monica, CA

- Administer CentOS / Ubuntu workstations (+200), servers and dual boot linux render farm (+500 nodes) with a variety of needs from Maya, Nuke, Houdini. Also support over 17 Redhat (RHEL) based Flame systems for editorial. Using Teradici PCoIP for Linux/Windows workstations and Avocent KVMs for Flame.
- Administer Isilon and Bluearc NAS, as well as network switches (Black Diamond, Force10, Summit, Foundry)
- Create a Mavericks network system image that could NetBoot and NetRestore. Mac OSX 10.9 . Used Clonezilla and later Puppet to reimage Linux machines. Support for Adobe Creative Cloud suite as well as a wide array of After Effects plug-in support.
- Administer network services: NIS, LDAP, Active Directory (AD), BIND DNS, DHCP, NFS
- Incident tracking using Bugzilla and later Atlassian JIRA ticketing system
- Meticulous documentation using Confluence wiki system. Create and maintain written procedures for routine processes and network and license information.
- Maintain and support current infrastructure of 3rd party, as well as proprietary in-house software systems + hardware systems.

IT consultant
Digital Avatars

Mar 2013 – Feb 2014
Los Angeles, CA

- Help start up a brand new video production company Wolverine VFX Inc working on a TV show “Nashville”. Networking, workstation images, Adobe Creative Cloud, After Effects plug-in support.
- Consult other clients for the graphics and visualization needs from nVidia / ATI graphics cards to other desktop/mobile hardware.

Systems Administrator, I.T. manager
Prologue Films

Nov 2010 – Dec 2012
Los Angeles, CA

- Administration of EMC Isilon NAS. Active Directory integration. Implemented VMware ESXi virtual services and VirtualBox for license servers. Security compliance for movie studios.
- Creating dual boot Mac OSX and Windows 7 images over the network for 80 artists, using DeployStudio, NetRestore/Netboot for both desktop and render nodes. Support a wide variety of 3D animation, motion graphics, NLE video, rendering and compositing software with many plugins.
- Implement render manager Deadline (newer) and maintain Rush (legacy) up to 160 render nodes and servers (Linux, Windows, Mac OSX). Supporting Flame editing systems and Burn nodes.
- DNS, DHCP, tape backup (LTO) and recovery. VPN. FTP hosting. KVM switching (KVS).

Systems Administrator, I.T. manager
3DSite Inc.

Nov 2008 – Jan 2010
Los Angeles, CA

- Administration of mail/calendar/ chat IM / ftp / services and maintain Subversion svn, FlexLM and other license managers for animation and modeling on servers.
- Responsible for DNS services, VPN, network security, setting up multiple Apache web services
- Researching new graphics hardware and all aspects of IT support from the heterogeneous desktop environments (Windows, Mac, Linux and occasional SGI Irix) to remote connectivity.
- Prepare graphics hardware and software for real-time animation and A/V gear for shows. Clientele includes Disney Imagineering and Pixar for attractions at Disney parks, Equine Management in Dubai.
- Authored documentation of applications processes

Systems Administrator, department I.T. manager

University of Michigan, Naval Architecture & Marine Engineering dept (NA&ME)

Jan 1998 – Oct 2008

Ann Arbor, MI

- Maintenance and trouble shooting department 200+ computers with software, hardware, networking and printing problems. System backups and improving security (working with local law enforcement and the FBI, regarding intrusions to our systems). Researching new products for purchasing and negotiating educational pricing from vendors
- Continue to support the Virtual Reality Lab, which has an Onyx Reality Engine2 (2 CPU) connected to a Fakespace BOOM 3C. Consulting the lab for hardware and software requirements need in many projects. Also advising and training new hires to our lab on our hardware and software that is either commercial or in house developed proprietary programs. Maintain the VR Lab web server, creating accounts, networking SGIs with NFS and general systems administration
- Supporting the Computational Marine Mechanics Lab (CMML), which consists of SGI Origin and several other Sun, HP and Linux workstations.
- Webmaster for the NA&ME department website. Aside from maintaining the information on the website, I also revamped and improved the usability of the department website using IBM's OVID system and other concepts to improve navigation by making it more intuitive using user feedback.

Programmer and modeler

University of Michigan, Virtual Reality Laboratory (VR Lab)

May 1996 - Dec 1997

Ann Arbor, MI

- Creating models and programming in OpenInventor, VRML, VRML 2 + JAVA, Sense 8 WorldUp, MultiGen SmartScene & ModelGen for interactive and realistic training environments.
- Working with state of the art Silicon Graphics (SGI) ONYX2 Infinite Reality2 supercomputers to O2 workstations, with immersive devices such as the Pyramid CAVE, Fakespace BOOM 3C + pinch gloves, virtual reality(VR) headset VR4, and augmented reality(AR) Kaiser helmets.

EDUCATION: University of Michigan – Ann Arbor, Material Science Engineering BSE, 1997

CERTIFICATIONS:

- Working on AWS certified Solutions Architect – Associate. Estimated completion ~ July 2019
- ITS 101: Theory & Practice of Computer Security. School of Information. University of Michigan
- JAMF Pro (Casper). Certified Casper Administrator (CCA), (CCT)

AWARDS:

- Silicon Graphics Inc "UltraBuzz.wrl " VRML competition winner of a **\$10,000** SGI O2 workstation
- Winner of "World of Escher" computer graphics contest. Ray trace CGI entry.
- Best of Campus Award for September '96 homepages
- Member of Phi Theta Kappa honor society

COMPUTER SKILLS:

Operating environments for server / desktop / mobile:

Windows NT 3.5/4.0/2000/XP/Vista/7/8/10 and Windows 2003/2008/2012 Server, Windows 3.0/3.1x/95/98/ME, Mac OS X 10.0 to 10.14, Mac OS X Server 10.4 to 10.12, Mac OS Classic 6/7/8/9, Linux (CentOS, Red Hat Enterprise RHEL, Fedora, Ubuntu, SUSE, BackTrack/Kali, ESXi, Xen, Clonezilla, Knoppix), MS-DOS, Irix, Solaris, HP-UX, AIX, QNX, VAX, Domain/OS, OS/2, BeOS, NeXTStep, Acorn Risc OS, BBC Micro

iOS, Android, webOS, Palm OS, Windows CE (Windows Mobile), Symbian OS, BlackBerry OS

Languages / Scripting / Toolkits / IDEs / Version control:

Python, Perl, shell script (Bash, Powershell, Bourne, csh, tcsh), C++, C, Java, JavaScript, HTML, PHP, MySQL, Fortran, Basic, OpenGL, VRML 2.0, OpenInventor, Visual Studio, XCode, gcc, git (Github), svn (Subversion)

Cloud / Hypervisor virtualization / emulation:

AWS, VMware ESXi, Citrix Xen server, VMware Workstation/Fusion, Parallels, Oracle VirtualBox, Virtual PC, SoftWindows / RealPC, VT100 / VT220

Directory Services / Filesystems / NAS / Configuration Management + MDM / Monitoring:

Active Directory, LDAP, Open Directory, NIS, X.500, NFS, AFS, CIFS/SMB, AFP, OneFS (EMC Isilon), Ansible, JAMF Pro (Casper), PDQ Deploy, Apple Remote Desktop (ARD), Nagios, PRTG

Communication and office suites:

Microsoft Office 365 (O365) / Word / Excel / PowerPoint / Visio / Outlook / One Drive, G-Suite (Google Apps + Drive + Docs + Hangouts), SSH/SCP, SFTP/FTP, VNC, XMPP(Jabber) Openfire, VPN, Slack, VoIP, PBX (Asterisk), PCoIP, Aspera, Signiant Media Shuttle, Dropbox, Box.com

Engineering, CAD, VR, graphics:

Matlab, Maple, Autodesk Maya /AutoCAD /Alias Studio /3D Studio Max /Softimage + Eddie, Adobe Photoshop + Illustrator, Rhino 3D, Unity, Bryce 3D, Poser, Maxon Cinema 4D, V-Ray, Macromedia Director, EDS Unigraphics, EAI VisModel, Sense 8 WorldUp, MultiGen SmartScene and ModelGen, CosmoWorlds suite, Mentor Graphics DA + Quicksim