



Kurt Grubaugh, IT Operations Manager, Microsoft

TITLE: High performance storage for Broadband Media production

ABSTRACT

Discussion of how our 228TB of storage is used in the tapeless workflow Microsoft Studios has built for our XBOX product as well as our internal Post production lines of business.

BIOGRAPHY

Kurt Grubaugh is the IT Systems Architect specialized in the Media and Entertainment market. Experience in Project Management for cost effective deployment of HD-SD video Post Production and digital media file based workflow. Experience in designing, integrating and long term maintenance of heterogeneous multi-platform infrastructure for digital media creation. Experience in building large (100's of TB) high performance fiber channel based storage optimized for media processing. Experience interfacing multiple Non-Linear Editorial, Video Compression (MPEG, H.264, VC1), Transcoding, Distribution (CDN), Archiving and Media Asset Management of digital content for M&E markets. Currently working at Microsoft Studios as the IT Operations Manager. Joined Microsoft in 1995. Before Microsoft was part of 20th Century FOX in Phoenix AZ, building out the IT infrastructure for FOX Animation.