Neil Smith, CVO, LumaForge Systems

TITLE: Why Small is Beautiful and Big is Bad – Mr. Moore comes to Hollywood.

ABSTRACT

The demand for high-speed and cost-effective shared storage in the M&E sector is growing exponentially. HD, 2K and 4K digital pipelines demand increasing TBs and fast, sustained throughput from shared storage and networks. The question on everyone's mind is how best to allocate budgets to meet the ever growing demands of digital content creators looking to collaborate across shared storage topologies?

Neil Smith, CVO of LumaForge Systems examines some of the options now available for IT managers looking to find alternatives to expensive, big data, proprietary solutions. By leveraging commodity hardware and COTS (Commercial Off The Shelf) software, LumaForge is able to supply Open Source IT workflow solutions that deliver exceptional price/performance, robustness and scalability.

With over 25 years experience in the computer industry with ICL, DEC and Microsoft, Neil has tracked closely the impact that Moore's Law has had on the development of distributed, client/server IT systems. Combining that IT experience with ten years of running a Hollywood based post-production facility and system integration company, Neil brings a wealth of experience to the challenges of providing cost-effective IT solutions for digital collaborative workflows.

BIOGRAPHY

Neil Smith is CVO of LumaForge Systems, a high-tech solution provider and IT reseller based in West Hollywood, Los Angeles. LumaForge focusses on providing high-performance shared storage, workstations and networks that deliver cost-effective 4K and VR workflows. After a successful 25 year career in the computer industry, Neil returned to education in 2000 to study Psychology and Neuroscience at USC and it was at USC that he became involved in cinematography, editing and post-production. During this period Neil quickly grasped the impact that the 'digital revolution' was going to have on the content creation industry. Hollywood was going digital and with his high-tech background Neil saw an opportunity to combine his expertise and knowledge of IT with the data driven world of modern digital content creation. Heavily involved with the transition from Standard Def to HD, 2K, 4K and now VR, LumaForge has been helping facilities and creative workgroups leverage Moore's Law driven technology since 2005.