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AN ENTERTAINMENT STORAGE ALLIANCETM EVENT  ENTERTAINMENT STORAGE ALLIANCETM



Greg Holick, Director of Cloud Storage Solutions, Quantum

TITLE: Top Five Considerations for 4K Storage Deployments “No. 4 will shock you!”

ABSTRACT

As facilities roll out 4K-capable shared storage systems for their workflows, they may quickly discover that there’s more to sizing a storage system for 4K than just adding up drive performance. Quantum will share the methodology and results of its recent comprehensive lab tests, which included six uncompressed and compressed formats and three drive types, including flash, across six different array configurations and three different client platforms. The findings highlight some of the misconceptions about storage performance for 4K workflows and video post-production storage in general. Quantum will provide valuable information that will save media companies both time and money in implementing 4K video storage infrastructure for their facilities.

BIOGRAPHY

Over his 13-year career at Quantum, Greg Holick has guided the design, development and refinement of flagship products within the company’s portfolio of workflow-optimized storage technologies and solutions. He led engineering of the GUI for StorNext, the industry’s leading collaborative content production and archive platform, and was responsible for the launch of the innovative Quantum Lattus object storage system and FlexTier product line, which allows StorNext to integrate with public and private clouds. He also has field experience as a Solutions Architect and helped install and implement many of Quantum’s more complex customer solutions. Today, in addition to leading the Lattus and Cloud business line, Holick oversees Quantum’s market strategy around cloud storage and architects solutions — including cloud/hybrid-cloud/public cloud solutions — that enable users to maintain data in a way that optimizes both cost and performance. Prior to joining Quantum in 2003, Holick was a senior software engineer at Lockheed Martin Mission Systems. He earned his bachelor of science in electrical and computer engineering at the University of Colorado Boulder.