

Contact

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Top Skills

Agile Methodologies

SaaS

IntelliJ IDEA

Patents

Automated processing and delivery of media to web servers

Imprint for visualization and manufacturing

Automated media delivery system

Chris Samaniego

Principal Scientist at Adobe
San Rafael

Experience

Adobe Systems

15 years 3 months

Principal Scientist

August 2013 - Present (9 years)

Software Architect working on various projects including Creative Cloud Enterprise, Creative Cloud Storage, and Marketing Cloud integrations.

Sr. Engineering Manager

May 2007 - July 2013 (6 years 3 months)

Managing a team responsible for Template Publishing features for the Scene7 platform. This includes web to print technology for serving up print ready PDFs that can be dynamically manipulated via a URL. The team also implemented a new feature to dynamically compile Flash FLA files to SWF on the server. The FLAs can also be dynamically updated on the server before generating a SWF.

The technology includes workflow tools to manage and create the assets for the servers. This includes plugins for Illustrator, InDesign, and Photoshop. There is also a flex SDK to allow developers to utilize the technology in their web applications.

Scene7

VP Technical Services

December 2003 - May 2007 (3 years 6 months)

Novato

Created a new organization responsible for consulting and development of custom applications for Scene7 customers. Managed a team of developers, project managers, user experience designers, and consultants. Worked with sales to close new business for the consulting team. Worked closely with customers to scope projects, deliver technology, provide technical training, and support custom applications.

Akamai Ex. 1015

Custom applications include online product configurators, product zoom viewers, integrations with commerce systems and content management systems.

Equilibrium

CTO/Director of Engineering/Lead Engineer

April 1997 - November 2003 (6 years 8 months)

Designed and invented Equilibrium's MediaRich image serving product.

Worked with the executive team and marketing to raise capital for the company. Helped with product vision, business model, competitive research, and partnerships.

Lead the development of Debabelizer 3.0 for Macintosh. Worked on the development team for Debabelizer on Windows.

Ominiview/IPIX

Software Engineering Consultant

October 1996 - April 1997 (7 months)

Designed and implemented Omniview Photobubble Director Xtra for the Macintosh. Omniview Photobubbles are 360 degree photographs that can be navigated through a special viewer.

Advance Reality Interactive

Software Engineer

March 1996 - April 1997 (1 year 2 months)

Designed and implemented several features of an interactive full motion video game. Created the user interface, installer, and autoplay for the game. Designed several authoring tools for the production of the video game including: an audio path tool to aid with the composition of music, script verification tools, script searching tools, script manipulation tools, and a video preview tool. Implemented and maintained mail server and corporate website.

Light Source Computer Images

Software Engineer / QA Tools Engineer

September 1993 - February 1996 (2 years 6 months)

Designed, implemented, and tested the Colortron device driver for the Macintosh and Windows 95. Created a driver utility application to test device driver and assist third party developers. Wrote the documentation for the device driver SDK and implemented the API for the device driver

SDK. Designed and implemented a factory calibration application to aid the manufacturing of Colortrons.

Designed and implemented an automated test harness to execute QA Partner test scripts over a network. Implemented test scripts for Colortron. Created test programs to aid in the testing of the Colortron hardware.

Autodesk

Test Engineer

September 1991 - September 1993 (2 years 1 month)

Designed sample and test applications using the CyberSpace virtual reality SDK. Helped with code maintenance and bug fixing. Ported the CyberSpace libraries, sample applications, and test code to various compilers. Created windows applications to test the DDE implementation of a Windows molecular modeling package. Tested AutoSketch.

National Semiconductor

Programmer Analyst

January 1990 - August 1991 (1 year 8 months)

Santa Clara

Maintained data production systems and created reports and systems for finance, production, marketing, and engineering. Created a military data sheet system using an OCR engine to retrieve schematics and CAD packaging data. Created PC to mainframe interface systems so data can be manipulated on a PC and uploaded to a mainframe.

Education

University of Michigan

BSCE, Computer Engineering · (1985 - 1990)