



Sven Nielsen, Storage Architect, Sony Computer Entertainment America

BIOGRAPHY

Sven started working in video in the early 90s at a local cable access station, right around the time when the original Video Toaster came out. After some forays into programming, publishing, and music, he dove headfirst into information technology, starting out in systems administration at the San Diego Supercomputer Center, moving onto an ISP and then the electronic greeting card business, before his current job of storage architect for Sony Computer Entertainment America -- the folks who make the PlayStation. A few years ago he came full-circle -- after providing storage and computing expertise for programmers and online gaming, he moved to the always unique audio and video side of the house, growing from a tiny editing SAN to a much larger and faster visual pipeline, wrangling a mix of every storage specification protocol and method you can imagine to make it work.

He's currently working on growing storage capacity and performance to keep up with the requirements of HD video, high resolution motion capture, detailed 3D rendering, and more.