

HENRY LONG

Evanston, IL | (515) 975-8718 | henrylemlong@gmail.com

Software engineer and technology leader with 8+ years developing tools, pipelines, and applied AI solutions. Experience shipping production software, integrating LLMs and generative AI into workflows, and leading cross-functional technical teams. Recently completed MBA in AI from Northwestern Kellogg and currently lead product and GTM at motion foundation model startup.

EXPERIENCE

2025-Present	UTHANA <i>Head of Operations & GTM (AI Animation Platform)</i> - Drive go-to-market strategy for motion generation platform built on proprietary AI foundation models; define agentic workflow architecture and API strategy for enterprise GTM - Build and ship AI-native 3D tools (Blender plugin, ComfyUI-based workflow) connecting front-end interfaces to foundation model APIs, translating customer needs into shipped features across 10+ enterprise clients - Own content marketing, including SIGGRAPH presentations, product demos, blogs, technical guides, and user journeys and personas, driving 350% growth in new user acquisition over 18 months - Architected multi-step GenAI pipeline integrating foundation models with ComfyUI orchestration, enabling end-to-end automated character animation from text prompts, creating our flagship product	Evanston, IL
2022-2024	BLIZZARD ENTERTAINMENT <i>Senior Technical Producer – Story and Franchise Development (SFD)</i> - Led cross-functional teams to design and deliver 5 VFX and cinematic pipeline products supporting 270+ artists across franchises, defined user stories, acceptance criteria, and roadmap alignment for global studio operations - Implemented new production technology framework (USD), which required approval from all 34 SFD supervisors and ongoing input and testing from 14 departments and led to 60% increase in render efficiency - Engineered integration strategy of generative and predictive AI tools into pre-visualization and layout workflows, automating 35% of repetitive tasks and freeing artists for higher-value creative work - Persuaded VP of engineering and head of layout to develop new caching workflow, then produced the project and saved 20 weeks per artist for all future projects (20% of the department's work) - Streamlined redundant JIRA and resource tracking practices and applied user feedback to improve the process across the entire SFD division (270 artists and engineers), reducing open JIRA tickets by 30%	Irvine, CA
2018-2022	DREAMWORKS ANIMATION <i>Lead Pipeline Technical Director – Television HUB, 2021 – 2022</i> - Managed a team of 3 software engineers providing support and tools creation for 10 vendors and 7 internal departments across 6 shows concurrently, improving technical tools and creating higher-quality animation - Directed vendor studios' technology teams on software implementation and enabled junior technical staff to use our tools through mentorship, lowering asset transfer time between studios from 3 days to 6 hours - Filled a gap in a vendor's engineering skillset and re-directed team's efforts to close that gap by organizing sprints and prioritizing relevant tools, saving the show from being delivered a week late and \$100,000 in costs <i>Technical Director – Feature, 2018 – 2021</i> - Developed Python and C++ animation tools and resolved rendering pipeline issues for 60+ animators across 3 feature films, improving artist software satisfaction rate above 90% - Collaborated with animators on new techniques and translated ideas into features, launching a new style of two-step blurred animation that enhanced brand equity and increased the film's prestige	Glendale, CA

EDUCATION

2024-2026	KELLOGG SCHOOL OF MANAGEMENT MCCORMICK SCHOOL OF ENGINEERING NORTHWESTERN UNIVERSITY <i>Joint Degree: MBA + Artificial Intelligence, March 2026</i> Relevant coursework: Agentic AI, Industry Applications of AI, Applied AI for Business	Evanston, IL
2014-2018	UNIVERSITY OF NOTRE DAME <i>Bachelor of Science</i> Major: Computer Science Concentration: Media Computing, Animation & VFX	South Bend, IN

ADDITIONAL DATA

- Technical: Python, C++, JavaScript, USD, SQL, REST APIs, ComfyUI, Unreal/Unity Integration, Agile
- Interests: Improv comedy (UCB and Second City), movies (everything 1920-present), board games (the more complex the better), skiing (black diamonds & fun groomers), Dungeons & Dragons (level 12 bard), bar trivia

March 30, 2026