Alex Forsythe

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# Expertise

* **Languages:** C++, Python
* **DCC APIs:** MotionBuilder, Maya, Fusion, After Effects
* **Frameworks / APIs:** Qt, ZeroMQ, OpenGL

Also proficient in C, Standard ML, Racket, Ruby, UnrealScript, C#, MEL, and SQL.

# Experience

## Software Developer / Pipeline TD July 2011 – Present

### **Pendulum Studios** — San Diego, CA

* Created a set of filmmaking tools for camera capture and virtual production, including the streaming of real-time motion capture data, cameras, and lights from MotionBuilder to Unreal for previsualization.
* Developed an extensive pipeline for a high-volume turnkey project, enabling a small team of animators to complete hundreds of individual animations within time and quality constraints. Completely automated the processes of render setup and compositing.
* Supported production efforts wherever required on both pre-rendered and real-time projects by writing tools and scripts targeted at specific, immediate needs.
* Maintained an internal Python codebase providing extensions for Maya, MotionBuilder, Fusion, et al., along with general-purpose library code to minimize redundancies between scripts and tools.

**Shipped Titles:**

*iYoga* (iOS) | *The Amazing Spider-Man* (360/PS3) | *The Black Eyed Peas Experience* (360)

# Education

## B.F.A., Interactive Design and Game Development June 2011

### **Savannah College of Art and Design** — Savannah, GA

* Magna Cum Laude, Academic Achievement Award

# Volunteer Experience

## Conference Associate 2010 – 2012

### **Game Developers Conference** — San Francisco, CA