

# ALEX FORSYTHE

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## EXPERTISE

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- **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

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### 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

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### 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

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### Conference Associate

2010 – 2012

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