

Forrest Smith

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www.forrestthewoods.com

EXPERIENCE

Facebook Reality Labs (Redmond, WA)

Senior Software Engineer 2018 - Current

SECRET

- Inventing transformational technology for virtual and augmented reality.
- Further details can not be disclosed at this time.

UBER ENTERTAINMENT (Bellevue, WA)

Senior Software Engineer 2010 - 2018

DINO FRONTIER (PSVR 2017)

- Created concept, built prototype, and pitched to publishers
- Co-Director on project. Responsible for engineering. Shared responsibilities for design
- Designed and coded systems for camera, controls, autonomous AI behavior, UI, tutorial, and more
- Established code and editor standards to ship a 90Hz VR game on PS4 in Unity
- Shipped a boundary pushing VR title with a team of 8 in just 10 months

PLANETARY ANNIHILATION (PC 2014)

PLANETARY ANNIHILATION: TITANS (PC 2015)

- Programmed gameplay systems such as weapons, targeting, recon, unit orders, patrols, transporters, teleporters, asteroid thrusters, death star lasers, and more.
- Wrote Save/Load system including ability to restart gameplay from any point in replay file
- Built pathfinding system which supported spherical planets, thousands of units, multiple unit sizes, and multiple movement types
- Implemented ChronoCam using our unique client-server architecture

OUTLAND GAMES (iOS 2013)

- Sole programmer on endless runner for iOS
- Worked on gameplay, design, UI, content pipeline, iOS submission, optimization, and more
- Shipped using custom engine that served as precursor to Planetary Annihilation engine

MONDAY NIGHT COMBAT (X360 2010, PC 2011)

SUPER MONDAY NIGHT COMBAT (PC 2012)

- Worked closely with artists and designers to create and support systems for their use
- Created systems for weapons, abilities, grapples, voice overs, buffs, character customization, game modes, map gadgets, and more
- Debugged and fixed complicated UE3 network replication issues

GAS POWERED GAMES (Redmond, WA)

Software Engineer 2007 - 2010

DEMIGOD (PC 2009)

- Joined team mid-project to help game finish on time and on budget

- Fixed critical issues such as simulation desyncs

SPACE SIEGE (PC 2008)

- Implemented new camera system for dungeon crawling action RPG
- Created new dynamic navmesh pathfinder for a legacy codebase

CANCELLED PROJECTS

- Performed gameplay engineering work on cancelled Xbox 360 RTS and Wii platformer

BLOG

A great way for you to learn more about me is through my blog. I've posted about a wide range of game development topics earning more than 1,000,000 pageviews. Here is a small selection of my content.

- [The Tech of Planetary Annihilation: Chrono Cam](#)
- [The Unbalanced Design of Super Smash Brothers](#)
- [Solving Ballistic Trajectories](#)
- [My Favorite Paradox](#)
- [Visualizing Commute Times](#)

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY (Redmond, WA)

B.S. in Real-Time Interactive Simulation, Double Minor in Math and Physics
(2004 - 2007)

OTHER ACHIEVEMENTS

- Organized Eastside Industry Night in Kirkland, WA from 2010 until 2015
- Achieved rank of Eagle Scout from Boy Scouts of America