

Forrest Smith

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PROFILE

I am a software engineer who's been bringing wild and creative game ideas to life for over 10 years. I love solving hard problems to build great games.

I've built RPGs, RTSs, shooters, and simulations. I've worked in 2D, 3D, and VR. I've shipped games using Unity, Unreal Engine 3, and multiple custom engines. I've pitched new designs and led projects.

Let's build great things together.

EXPERIENCE

UBER ENTERTAINMENT (Bellevue, WA)

Senior Software Engineer 2010 - Current

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, AI behaviors, 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