



ROBBIE FORDYCE

CREATIVE CODER

PROFILE

Visual Effects (VFX) motion pipeline specialist with proficiency in python scripting and root-cause analysis. Competent in 3D modeling and animation softwares, agile methodologies and CI/CD pipelines. Passion for data analysis, infographics and visualisation.

WORK EXPERIENCE

- Unity** 2021 - 2023
Lead Motion Technical Director
 - Managed Motion Support team to deliver multiple projects, notably Avatar: The Way of Water
 - Authored tooling and metrics to improve the Technical Support experience for artists
- Weta Digital** 2017 - 2021
Motion Technical Director
 - Animation, Facial and Motion Edit Support
 - Software Developer for the Motion pipeline and tooling
- Victoria University of Wellington** 2015 - 2017
Tutor / Research Scholar
 - Digital Workshops of the World: Visualising VFX Industry migration 1980 - 2015
 - Tutor of Creative Coding and 3D Modeling and Animation

SKILLS & EXPERTISE

Python	Autodesk Maya
Atlassian Suite	Adobe Creative Cloud
Unity Engine	Front End Web Design

REFERENCE

- | | |
|---|--|
| Leon Gurevitch
Victoria University
lleon.gurevitch@vuw.ac.nz | Leon Woud
Unity
leon.woud@unity3d.com |
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CONTACT

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Wellington, New Zealand

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EDUCATION

2015 - 2017
Masters of Design Innovation (Computer Graphics)
Victoria University of Wellington

2012 - 2015
Bachelor of Design Innovation (Media Design)
Victoria University of Wellington