

Mark Forsyth

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eLearning Developer - 3D Modeler/Animator & Multimedia

Innovative and versatile eLearning Developer and 3D modeler with over 15 years of expertise in multimedia design, 3D modeling, and animation, delivering innovation in interactive learning solutions. Proven track record in delivering high-end, media-rich training materials for technical industries. Experienced in crafting diverse client interactive learning solutions that incorporate 3D modeling, animations, immersive VR environments, training simulators, audio, and motion graphics. Committed to optimizing educational content to meet the evolving needs of learners, leveraging a collaborative approach to transform educational experiences.

Areas of Expertise

- Multimedia Design
- 3D Modeling and Animation
- Interactive Learning
- Project Management
- Digital Art Creation
- LMS Integration

eLearning Multimedia Developer – Learnable, Inc. (Startup)

August 2023 - Present

Spearheading multimedia eLearning projects at Learnable, leveraging innovative technologies to transform educational content delivery and enhance user engagement.

- Using AI-enhanced video creation, integrating cutting-edge technologies to revolutionize educational content delivery and boost engagement
- Foster cross-functional teamwork to develop comprehensive eLearning solutions, integrating diverse expertise for holistic educational experiences.

Learning and Media Developer – VIP Hospitality Group (Freelance)

April 2023 - Present

Developed online LMS platform with interactive learning modules and new media content, enhancing VIP Hospitality Group's training programs and boosting employee engagement. Created visually compelling representations of hotel environments to elevate marketing and promotional materials

- Modeled hotel interiors and exteriors from architectural drawings and design plans, producing high-quality photorealistic renderings for print and digital platforms.
- Leveraged advanced rendering techniques and software tools to create immersive 3D walkthroughs, significantly improving client engagement and aiding in decision-making.

Media Developer / Illustrator 3 – A-dec (Contract)

March 2024 – August 2024

Development and optimization of CAD designs for seamless integration into tools that create, manage, and scale high-quality photorealistic images and customizable 3D product visuals.

- Refined and optimized CAD models for seamless integration into real-time visualization applications, improving performance and visual quality.
- Collaborated with cross-functional teams to streamline workflows of the design-to-render pipeline and ensure high-quality outputs for various projects.

Senior Multimedia Developer – Conduent Business Services

February 2007 — August 2023

Oversaw development and implementation of high-end multimedia projects, ensuring quality and timeliness. Collaborated with subject matter experts and instructional designers to create engaging e-learning modules and courses, incorporating elements like graphics, animations, videos, and interactive simulations. Played a key role in maintaining project timelines and budgets, with a particular focus on delivering the final product on or before the deadline.

- Established a comprehensive SharePoint knowledge site for state government, delivering a searchable repository of documentation, and streamlining information access and management.

- Spearheaded developing and delivering a diverse array of impactful e-learning courses and training modules, seamlessly integrating multimedia elements to elevate instructional efficacy and captivate learners.
- Crafted compelling multimedia content employing storytelling techniques, effectively conveying intricate concepts, and leaving a lasting imprint on learner engagement and retention.
- Engineered and implemented robust, secure API architecture, facilitating seamless data transmission and integration with client Learning Management Systems (LMS) to enhance overall system efficiency.
- Conceptualized and designed captivating 3D graphics and animations displayed at tradeshow, effectively contributing to the firm's visual representation and brand communication.
- Led full QC testing cycles for applications developed within the Agile framework, ensuring robust functionality and adherence to quality standards.

Tools

Autodesk Maya, Blender, SketchUp, AutoCAD, SolidWorks, 3DS Max, Lightwave 3D, Rhino, Adobe Creative Suite - Photoshop, Illustrator, After Effects, Captivate, Videoscribe, Articulate 360 – Rise, Storyline, Camtasia, Elucidat, JavaScript, PHP, JSON, SQL, HTML 5, Python, Git

Education

Bachelor of Arts in Art & Technology, University of Oregon

Patents

US Design Patent D593,165 S - Robot