Curtis Forbes, PhD

Ten years in post-secondary education · ten years building and operating international businesses

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01 EXPERIENCE

2006 2026

2025 present — **Founder**
Game Day Suits Ltd. — Edmonton, Canada
Personal corporation. Ecommerce revenue spine with an active focus on software development and enterprise consultancy.

2025 present — **Lead Developer**
Character and agent projects — Dixie Flatline · BertaGPT · AI GM League
A persona model fine-tuned with QLoRA and DPO, later retired for zero-shot prompting with output checkers; a character built to stay in character under adversarial input, with six defence layers; a season-long league of thirteen frontier models acting through validated tool calls.

2025 present — **Lead Developer**
Applied AI projects — Champollion · AFI Quote Machine · Edmonton Daily Brief
Open tooling for low-resource machine translation, published on npm and PyPI (closed beta); a deterministic configurator for a turn-key poultry-farm manufacturer; an automated daily brief of Edmonton's public record with four verification gates.

2013 2025 — **Co-Founder → General Manager → President**
International Recreation Corp. — Subic Bay Freeport, Philippines
Family-entertainment equipment (soft play, ninja courses, games and electronics), designed, built, and installed to **EN and ASTM codes** through opening day in **20+ countries**, for projects including Angry Birds, Launch, Billy Beez, Solaire, and Okada. Acquired by iPlayCo (2016). Top executive on the ground; **130 employees** across **nine departments**; owned the P&L and executive client relationships; led the COVID-19 restructuring (130 to 30 staff) while improving profitability.

2017 2019 — **Private Academic Mentor**
Tutors International
Full-time, live-in, individualized curriculum design and one-to-one mentorship. Contract renewed after transformative results.

2011 2016 — **Course Instructor**
University of Toronto — History & Philosophy of Science and Technology
Four undergraduate courses; classes from ten to over two hundred.

2006 2016 — **Teaching Assistant**
University of Toronto (2008–2016) · University of Victoria (2006–2008)
Eight courses, including symbolic logic, critical thinking, philosophy of science, science & values, and technology in the modern world.

02 EDUCATION

2017 PhD — University of Toronto, History & Philosophy of Science and Technology
2008 MA — University of Victoria, Philosophy
2006 BA with Distinction — University of Alberta, Philosophy major, Sociology minor

03 ACADEMIC WORK & SERVICE

- **Publications** — two *Synthese* articles (2017, 2024) and a third under review; a book chapter, two editorials, and two reviews.
- **Invited keynote**, University of Bern (2025); eight further talks across four continents.
- **Editor**, *Spontaneous Generations* 9(1) (2018); Managing Editor (2010, 2011, 2018).
- **Peer reviewer** for seven journals, incl. *Philosophy of Science*, *Erkenntnis*, *Synthese*.
- **Organizer**, HAPSAT Graduate Conference (2012); two years on the Canadian Science Policy Conference organizing committee.
- **Charter Member and International Service Director**, Rotary Club of Manila Expats.

04 SKILLS

AGENTIC DEVELOPMENT

- TypeScript & JavaScript
- Python
- React, Next.js, Node.js
- HTML, CSS, Tailwind, Canvas
- Three.js / WebGL, PixiJS
- PostgreSQL, SQLite
- Supabase, Vercel
- REST APIs & MCP servers
- Git, GitHub, npm publishing
- CLI, TUI, and GUI development
- Godot, Blender

ML & LANGUAGE TECH

- LoRA / QLoRA fine-tuning, DPO
- Model quantization
- NMT, RBMT, hybrid MT
- Finite-state morphology (HFST)
- MT eval: BLEU, chrF++, COMET, MetricX
- Corpus construction
- spaCy
- Low-resource language pipelines
- Data sovereignty

BUSINESS & OPERATIONS

- P&L and 13-week cash flow
- Multi-department management
- Hiring, training & retention
- Restructuring & turnaround
- Supply chain & logistics
- International sales

GAMES (2026)

- **STAGECOACH**, a browser driving game on a real map of the Subic Bay Freeport
- **RSI**, an incremental game about running an AI lab (curtisforbes.com/rsi)
- **ATTY.**, a top-down 16-bit brawler in Godot
- **KWENTO KO**, a Taglish game about making a film under the Philippines' censorship rules

Built by directing AI agents and generation tools; no AI runs inside them. Playable builds on request.

REFERENCES

Available upon request.