

Anthony J. Pelham
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Mr. Pelham has a degree from the Massachusetts Institute of Technology.

Mr. Pelham has worked on high-profile cases and advanced engineering projects for a wide range of Fortune 500 companies, including Activision/Blizzard, Epic Games, Samsung, Lockheed Martin, Avionica, General Electric, the United States Army, and many others.

Mr. Pelham has been retained as an expert witness over 10 times for both plaintiff and defense, assisting clients in intellectual property cases in the areas of video game technology, state-of-the-art computer graphics, computer image compression, computer hardware, and avionics. Mr. Pelham has testified at 4 depositions.

Mr. Pelham is an accomplished software architect and software engineer with extensive expert witness experience specializing in video game technologies and computer graphics design.

Mr. Pelham specializes in software engineering, computer graphics, computer shader design, flight simulators, online virtual worlds, object-oriented analysis, complex systems, and modeling and simulation. He has extensive experience in the entire software design and development life cycle applied to a wide range of domains, from mobile devices to real-time, mission-critical applications.

Mr. Pelham has excellent writing and communication skills and has authored and assisted in the generation and interpretation of patent claim constructions, IPR reports, non-infringement reports, validity reports, and rebuttal reports.

Mr. Pelham has extensive experience researching prior art for the determination of patent validity.

Select Cases as Expert Witness

- Infernal Technology, LLC et al v. **Activision Blizzard**, 3:18-cv-1397-M (Northern District of Texas)
- Infernal Technology, LLC et al. v. **Epic Games**, 5:19-CV-00516-BR (E.D.N.C. 2021)
- Games and Technology Co. Ltd v. **Activision Blizzard**, Case No. 2:16-cv-06499 MLH (SKx) (Central District of California)
- Douglas G. Richardson v. **Samsung Electronics**, 6:17-cv-428-JRG (Eastern District Of Texas)
- **Lockheed Martin/Real3D** vs Silicon Graphics, 5:96-cv-21004 (California Northern District Court)

Education:

B.S., Electrical Engineering
M.S., Computer Engineering

Massachusetts Institute of Technology, Cambridge, MA, 1979
National Technological University, 1989

Issued Patents:

U.S. Patent # 5,367,615:

“Spatial augmentation of vertices and continuous level of detail transition for smoothly varying terrain polygon density”, 1994

U.S. Patent # 4,967,375:

“Fast architecture for graphics processor”, 1990

Expert Witness, Intellectual Property and Patent Infringement Support:

- Patent Infringement Analysis and Support
- Litigation Support Services
- Intellectual Property
- Software
- Electronics
- Internet
- Mobile Technologies
- Firmware
- Computer Animations
- Video Game Hardware/Software
- Online Virtual Worlds
- Computer Graphics
- Information Technology
- Forensic Computing
- Computer Programming Languages
- Operating Systems

Professional Organizations:

Member of ACM - Association for Computing Machinery

Profession Experience

GameSim	Senior Engineer, 2014 – 2021
SAIC	Principal Software System Engineer, 2010 – 2013
Forterra Systems, Inc.	Engineering Manager, Lead Engineer, 2007 – 2010
Quantum3D, Inc.	Senior Software Engineer, Manager DBGS Tools, 2002 – 2007
Soft Reality, Inc.	Founder, Technical Director, 1994 – 2002
Real3D (Lockheed Martin)	Consultant/Testifying Expert, 1996 – 1997
General Electric	Senior Engineer, 1983 – 1994