Martin Reddy draws from his experience on large scale, collaborative software projects to present patterns and practices that provide real value to individual developers as well as organizations. API Design for C++ explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that produce high quality, robust, and long-lived APIs.

—Eric Gregory, Software Architect, Pixar Animation Studios
Dr. Martin Reddy is the founder and CEO of the software consultancy firm Code Reddy Inc. He holds a Ph.D. in Computer Science and has over 15 years of experience in the software industry. During this time, he has written 3 software patents and has published over 40 professional articles and a book on 3D computer graphics. Dr. Reddy worked for 6 years at Pixar Animation Studios where he was lead engineer for the studio’s in-house animation system. This work involved the design and implementation of various APIs to support several Academy Award-winning and nominated films, such as “Finding Nemo”, “The Incredibles”, “Cars”, “Ratatouille”, and “Wall-E.” Dr. Reddy currently works for Linden Lab on the Second Life Viewer, an online 3D virtual world that has been used by over 16 million users around the world. His work is currently focused on a radical redesign of the Second Life Viewer, putting in place a suite of robust APIs to enable extensibility and scriptability.