

Jamie Telford

Technical Artist / Educator / Game Developer / VR Researcher

Hi! I'm **Jamie Telford**, a keen game developer with an eye for technical detail. I ply my trade in the gap between programmers and artists ensuring that mathematical precision and artistic vision come together in seamless harmony. I also have abundant interest in science and technology with a view to conserving the world and the creatures that live within it.

PROFESSIONAL EXPERIENCE

- 2016 - Present **Co Founder & Co Chair**
IGDA Virtual, Augmented & Mixed Realities Special Interest Group
Promotion of games technologies and methodologies in the emerging VR and AR sectors.
- 2015 - Present **Lecturer**
Media Design School, Auckland.
Technical art, rigging, animation, and production.
- 2011 - 2013 **Lecturer**
Singapore Polytechnic
3D modelling, rigging & animation.
- 2009 **Research Assistant**
Arts Design & Media School - Nanyang Technological University
Research into real time interactive cinematic experiences.
Serious game development.
Rigging, animation, and PBR pipeline development
- 2008 **Technical Artist / Animator**
kSatria Gameworks, Singapore
Art pipeline development, rigging and animation.
- 2006 - 2008 **Visiting Lecturer**
Ngee Ann Polytechnic
3D modelling, rigging, animation & interactive storytelling.
- 2003 - 2006 **Animator / Designer**
Fuzzyeyes Studios
Original design/gameplay for 'Edge of Twilight'.
Rigging and animation.

EDUCATION

- In Progress **Masters of Creative Technologies (VR research)**
CoLab - Auckland University of Technology
- 2010 **Certificate IV in Small Business Management**
- 2005 **Bachelor of Fine Arts in Communication Design**
Queensland University of Technology
- 2001 **Diploma of Information Technology**
Brisbane Institute of Tertiary & Further Education with QANTM
- 1999 **Certificate 3 in Electronics Engineering**
Southbank Institute of Tertiary & Further Education

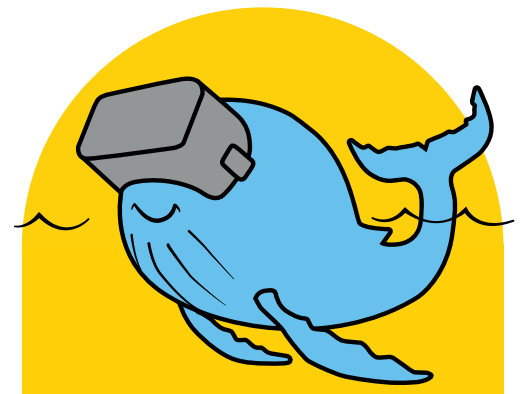
PUBLICATIONS



Edge of Twilight (2016)
Fuzzyeyes Studios, Australia.
Original concept and design.



Hot Dog King (2006)
Fuzzyeyes Studios, Australia.
Rigging and animation.



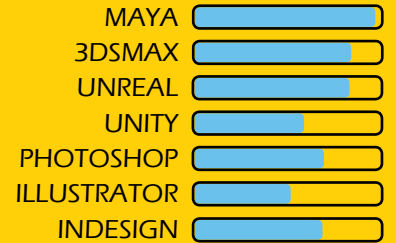
CONTACT DETAILS

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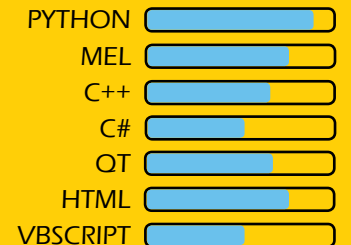
PROFESSIONAL SKILLS



SOFTWARE EXPERTISE



LANGUAGES



INTERESTS

