

# 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

- 2017 - Present **Senior Lecturer**  
*Animation College & AMES Institute, Auckland.*  
Games production (AR/VR), engine technologies (Unreal/Unity), Art and Technical Art for Realtime applications.
- 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 - 2017 **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*

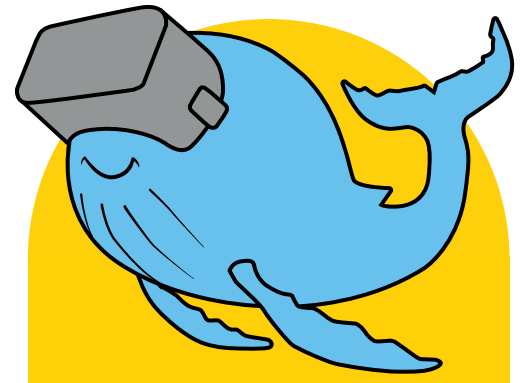
## PUBLICATIONS



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



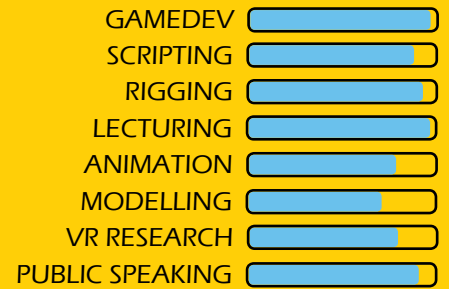
**Hot Dog King (2006)**  
*Fuzzyeyes Studios, Australia.*  
Rigging and animation.



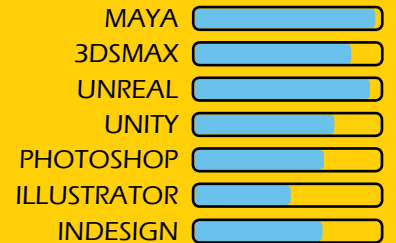
## CONTACT DETAILS

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- goo.gl/QK3TdJ
- @JamieGTelford
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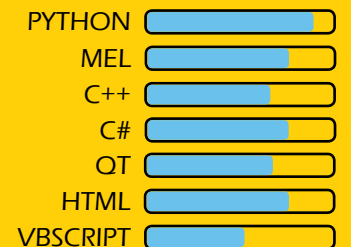
## PROFESSIONAL SKILLS



## SOFTWARE EXPERTISE



## LANGUAGES



## INTERESTS

