Jayson Turner

Creative Technologist

Email
hello@thoseeyes.co.uk

Portfolio
thoseeyes.co.uk

Released Works
- 📽️ Crow -- Hailey Beavis
- 📽️ Lucky Night -- bis
- 📽️ Those Eyes Twitch Showcase

Skills
- Producing visual and interactive real-time experiences
- Virtual production (Filming, Lighting, Chroma-key, Kinect)
- Shader Programming (Vertex Animations, Skinning, Particles, Volumes)
- Procedural / Generative Animation
- Rendering practicalities, pipelines, buffers, forward/deferred rendering
- Creation of tools to support common tasks and visual debugging
- Modelling, Asset Editing, General DCC
- Maintaining living projects
- Software Engineering and Clean Architecture

Tools & Languages

TouchDesigner, Blender, (Learning) Unreal Engine/Niagara/Houdini, Visual Studio, Renderdoc, Nsight, VSCode, Git, Photoshop, Illustrator, DaVinci Resolve.

C/C++, GLSL/OpenGL, Python, Javascript/Web, Swift/ObjC

Experience

thoseEyes
Freelance Creative Technologist
March 2021 - Present

Producer/Director/Developer of 3D music videos for Scottish artists. Direction and imagery were determined with clients using collages and wireframe/demo renders to convey ideas. Project lengths were 2-3 months part-time with frequent (2-3 day/weekly) updates. Work was scoped to fit the available time/budget. TouchDesigner and a range of production tools/services/equipment were used to work at pace. Technical detail in portfolio.

Developer/Performer in live-streamed interactive 3D world. Virtual environment using Kinect and chat-based interactivity to create a fun live show. Formerly broadcast on twitch.tv.

BBC
Senior Software Engineer
March 2015 - Present

Significant contributions to BBC News, iPlayer, and Bitesize iOS apps. Advocate of clean-architecture and modern software principles. Leader of new features in close collaboration with Product/UX and other teams within BBC. Frequently trained new engineers. External presentations on Agile development, TDD, Pairing.

Microsoft Research
Research Intern
June 2013 - August 2013

Empirical research into the use of gaze-input for auto-scrolling in hands-free interaction. Interaction design, development, and evaluation. Combining off-the-shelf and custom hardware/software to create bespoke experimental systems. Published at UbiComp 2015.

Education

Lancaster University
PhD Computer Science
May 2010 - February 2015

Cross-Device Eye-Based Interaction. The work looked principally at moving objects between large wall-sized displays and mobile devices using eye-tracking and touch. Major self-directed academic research. Complex novel interactive systems built using custom hardware and computer vision. Published at various top-tier international conferences.
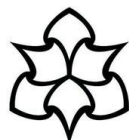
Manchester Metropolitan University
BSc (Hons) Computer Science
September 2005 - June 2009

Final year project was an iOS music studio app similar to Ableton Live. Sandwich year at EchoStar Europe. Low-level C/Assembly development for satellite set top boxes.