Jamie Telford

Senior Consultant / Technical Artist / Educator / Game Developer

Hi! I'm **Jamie Telford**, a Senior Consultant in real-time visualisation with an eye for technical detail. I ply my trade in the gap between software and engineers ensuring that mathematical precision and 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

2018 - Present

Senior Consultant - Visualisation
Aurecon Group, Auckland.
Real-time Visualisation of AEC Projects in New Zealand
VR / Desktop / Mobile applications
Advocate for Agile and Lean methodologies in Civil Engineering
Project and Team Management

2017 - 2018

Senior Lecturer
Animation College & AMES Institute, Auckland.
Games production (AR/VR), engine technologies (Unreal/Unity)

2016 - 2020

Co Founder & Co Chair
IGDA Virtual, Augmented & Mixed Realities Special Interest Group
Community development for the 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
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
Rigging, animation, and design for 'Edge of Twilight'

EDUCATION

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
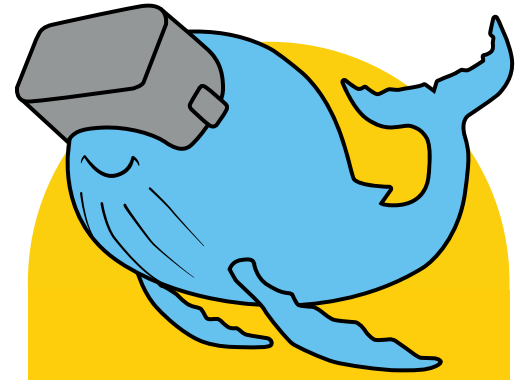*Southbank Institute of Tertiary & Further Education*

PUBLICATIONS

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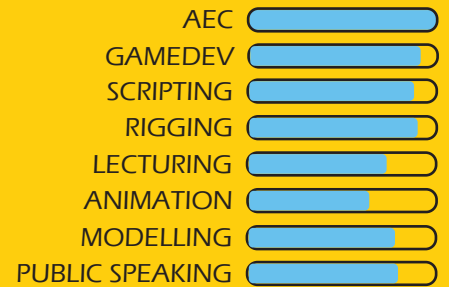*Fuzzyeyes Studios, Australia.*
Original concept and design.

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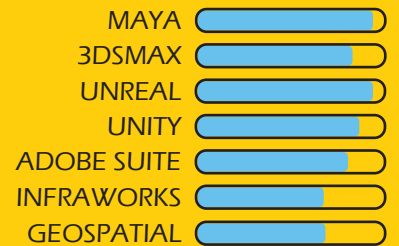*Fuzzyeyes Studios, Australia.*
Rigging and animation.

CONTACT DETAILS

+64 27 368 4743
jamie.telford@gmail.com
www.jamietelford.com
goo.gl/QK3Tdj
linkedin.com/in/jamietelford

PROFESSIONAL SKILLS

- AEC
- GAMEDEV
- SCRIPTING
- RIGGING
- LECTURING
- ANIMATION
- MODELLING
- PUBLIC SPEAKING

SOFTWARE EXPERTISE

- MAYA
- 3DSMAX
- UNREAL
- UNITY
- ADOBE SUITE
- INFRAWORKS
- GEOSPATIAL

LANGUAGES

- PYTHON
- C#
- C++
- WEB

INTERESTS