

Jamie Telford

Lead Consultant / Technical Artist / Educator / Game Developer

Hi! I'm **Jamie Telford**, a Lead 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 **Lead Consultant - Visualisation**
Aurecon Group, Auckland.
Real-time Visualisation of AEC Projects in New Zealand
VR / AR / 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

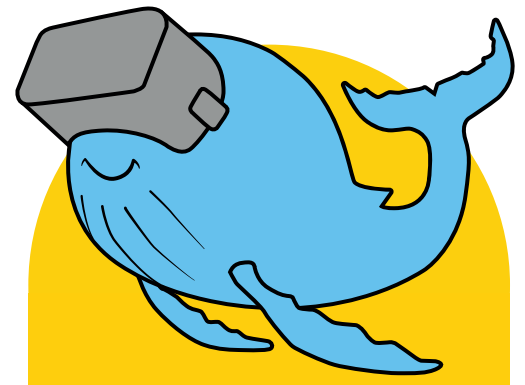
PUBLICATIONS



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



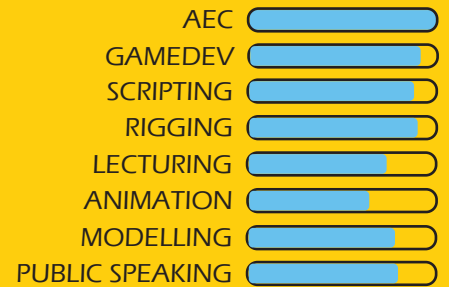
Hot Dog King (2006)
Fuzzyeyes Studios, Australia.
Rigging and animation.



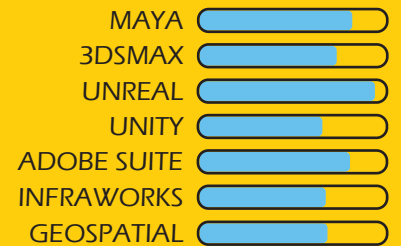
CONTACT DETAILS

- +64 27 368 4743
- jamie.telford@gmail.com
- www.jamietelford.com
- goo.gl/OK3TdJ
- linkedin.com/in/jamietelford

PROFESSIONAL SKILLS



SOFTWARE EXPERTISE



LANGUAGES



INTERESTS

