

Jamie Telford

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3D Artist

Education

2005 | Bachelor of Fine Arts in Communication Design & Animation
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

Experience

2009 | Researcher
Arts Design and Media School, Nanyang Technological University | Singapore

- research development of animation and art systems for use in real time rendering environment (custom dx11 engine)
- pipeline development and deployment
- training on systems for artists

2008 | Animator
kSatria Gameworks | Singapore

- manage and schedule animation tasks
- rig and animate characters
- develop with programmers enhanced workflows for higher fidelity animation reproduction

2006 - 2008 | Visiting Lecturer
Ngee Ann Polytechnic | Singapore

- develop curriculum and lecture for modelling, rigging, animation and interactive storytelling

2003 - 2006 | Lead Animator & Designer
Fuzzyeyes Studios | Brisbane, Australia

- develop original idea and core gameplay mechanics for upcoming 'Edge of Twilight'
- supervise animation team - scheduling, direction, and support
- create character rigs and animate

Published / Upcoming Titles

cancelled?? | Edge of Twilight
Fuzzyeyes Studio | Original Concept

2005 | Hotdog King
Fuzzyeyes Studio | Animator

cancelled | Lonewolf
kSatria Gameworks | Animator

Skills

- rigging (Maya and 3dsMax) - custom character rigs / face rigs
- modelling - high and low polygon modelling specific to current realtime rendering technology (games)
- animation - keyframe, non-linear, and motion capture
- motion capture (16x T160 camera Vicon MX motion capture system) - callibration, actor setup, shot breakdown & actor direction
- scripting - Mel, javaScript, PHP, HTML, SQL, some c++
- production management - pipeline development and deployment
- game design - object orientated design, conceptualisation,
- teaching - animation techniques and game development workflows

Software knowledge

Realtime

DX11 Strauss material system deferred shading
Torque Game Engine Advanced & Torque 3D
kjAPI (kSatria Gameworks)
Unreal Engine 3
Renderware (fuzzyeyes - HDHG's)

Autodesk

Maya
3dsMax
Motionbuilder
Mudbox

Adobe

Photoshop
Premier

Vicon Blade
xNormal
meshLab

Alienbrain
SVN (installation, setup, and maintenance)

Apache
HTML
PHP
SQL

Linux, OSX, and Windows operating environments