

FELIX TURNER RESUME

Felix Turner is a Creative Technologist based in Los Angeles. I do front-end web development and prototyping with JavaScript, WebGL and GLSL shaders. I love building experiences that are innovative & fun. Clients include Apple, Google, Nike and Lexus.

Currently available for freelance and fulltime work.

SKILLS

- Development in JavaScript, WebGL, GLSL shaders, Unity, Processing, Swift and C++.
- Prototyping, concepting. UI, 3D and interactive motion design.
- Technical leadership, mentoring, architecture, analysis, estimations.

WORK HISTORY

Freelance Developer, Airtight Interactive. Feb 2007 – Present.

Building brand experience sites, web apps and games with WebGL and JS. Clients include Apple, Google, Nike and Lexus. Working with web agencies including Media Arts Lab, Tool of NA, Resn, ACNE and Little Cinema. Prototyping. Interactive 3D motion design. Technical team leadership, analysis, estimations.

Selected clients:

- **Little Cinema - Lead Developer. Feb 2021 - Dec 2023.** Built interactive experiences, landing pages, photo-booths and games. WebGL, JS, prototyping.
- **Yeezy Supply - Lead Developer. Dec 2018 - Dec 2019.** Built an interactive fashion shopping web app using ~8000 video clips. WebGL, JS, prototyping, interaction design.
- **Riot Games - Lead Developer. Oct 2017 - Sept 2018.** Built an interactive animated 3D map for 'League of Legends' video game. WebGL, JS, prototyping.
- **Media Arts Lab - Lead Developer. Feb 2017 - Oct 2017.** Built interactive video iOS app prototypes for Apple and Lucas Film. Swift, Metal, Shaders.
- **Tool of NA - Lead Developer. Jul 2014 - Feb 2017.** Built interactive web sites, games and installations for clients such as Apple, Google, Airbnb, and the NBA. WebGL, JS, Unity, Prototyping.
- **PhotoMosh - Lead Developer. Jan 2015 - Ongoing.** Designed and built a web app to apply creative real-time effects to images and video. Currently used by over 70k people per month. WebGL, JS, GLSL, UI design.

Senior Developer, Brightcove. Jun 2005 – Jan 2007.

Helped build a core library of ActionScript classes to be used across the Brightcove video platform. Prototyping.

Senior Developer, R/GA. Jun 2004 – Jun 2005.

Developed web apps and websites for clients such as Nike. Team leadership.

Senior Developer, Huge Inc. Feb 2003 – Jun 2004.

Developed websites for clients such as Ikea, AOL and Atlantic Records.

PERSONAL WORK

In addition to client work I have personally built web apps used by millions of people, including PhotoMosh and Juicebox. In my free time I create generative visuals. I also build live audio-reactive music visualizers as Ubevizz.

EDUCATION

University College London, UK. Oct 1990 - May 1993

Computer Science B.Sc. (Honors.) 1st class.

AWARDS

- Adobe Cutting Edge Project of the Week (x2)
- Architecture Web Site Awards Gold Medal
- Awwwards Site of the Day (x3)
- Cannes Cyber Lion
- CSS Design Award (x3)
- D&AD Digital Award (x2)
- Design Interact's Site of the Week
- Flashforward Film Festival Finalist
- FWA Mobile of the Day (x2)
- FWA Site of the Day (x10)
- Royal Television Society Multimedia Award
- Sonar Featured Artist
- The One Show Award (x5)
- Webbys (x2)

CONTACT

- Email: felix@airtight.cc
- Website: airtight.cc
- Twitter: [@felixturner](https://twitter.com/felixturner)
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