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 Yeezy.

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, <u>Airtight Interactive</u>. 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 <u>Media Arts Lab</u>, <u>Tool of NA</u>, <u>Resn</u>, <u>ACNE</u> and <u>Little Cinema</u>. 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, <u>Brightcove</u>. Jun 2005 – Jan 2007.

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

Senior Developer, <u>R/GA</u>. Jun 2004 – Jun 2005.

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

Senior Developer, <u>Huge Inc</u>. 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 <u>PhotoMosh</u> and <u>Juicebox</u>. In my free time I create <u>generative visuals</u> . I also build live audio-reactive music visualizers as <u>Uberviz</u> .

EDUCATION

<u>University College London</u>, UK. Oct 1990 - May 1993

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

AWARDS

- <u>Adobe Cutting Edge Project of the Week</u> (x2)
- <u>Architecture Web Site Awards Gold Medal</u>
- <u>Awwwards Site of the Day</u> (x3)
- <u>Cannes Cyber Lion</u>
- <u>CSS Design Award</u> (x3)
- <u>D&AD Digital Award</u> (x2)
- <u>Design Interact's Site of the Week</u>

- [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

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