

Tom Elgon

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Personal Details

Education and Qualifications

- 2005-2007
- Staffordshire University
Master of Science (MSc) in Computer Games Design
- Graduated with Merit
 - Dissertation investigated the benefits of differing methods for recording motion capture data
- 2002-2005
- Staffordshire University
Bachelor of Science with honours (BSc (Hons)) in Interactive Entertainment Technology
- Graduated with a First Honours
 - Graduated first in the year
 - Dissertation investigated the methods of producing a pre-rendered video game cut-scene
- 2001-1996
- Bedstone College
A-Levels: Biology, Chemistry, Physics, General Studies
9 GCSEs including Maths, English and French

Work History

- September 2004 - July 2005
- Web Designer
Longbridge Advice and Resource Centre, Longbridge,
Birmingham, UK
- September 2005 - June 2006
- Part-Time Lecturer
Staffordshire University, Stafford, Staffordshire, UK
Lecturing in :
- 3D modelling
 - 3D computer animation
- September 2006 - June 2009
- Lecturer in Computer Games Design
Staffordshire University, Stafford, Staffordshire, UK
Lecturing in:
- 3D modelling

- 3D computer animation
- Multimedia scripting
- Motion capture and motion capture data handling

January 2009 - present

Self-employed web design, modelling and motion graphics and 3D animation.

Work included:

- Introductory animations for released independent film
- Compositing work for released independent film
- Advertising Stings
- Architectural Visualisation
- Flash websites with integrated 3D models

January 2010 - present

Part-Time Lecturer

Staffordshire University, Stafford, Staffordshire, UK

Lecturing in :

- 3D modelling for computer games
- 3D computer animation

Digital Skills

Autodesk 3D Studio Max, Zbrush, Autodesk Maya, Autodesk Motionbuilder, Naturalmotion Endorphin, Adobe Photoshop, Autodesk Combustion, Adobe Dreamweaver, Adobe Flash (and Actionscript), Adobe Premier, Adobe After Effects, Adobe Audition