

John Frans HOLDER MA, MSc.

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SUMMARY

Digital Artist & Lecturer: Practicing; 3D Modelling; 3D Scripting & Animation; Motion Capture for Characters; Interactive media; Interactive Installations; Networked Virtual Environments, Panoramic & Stereoscopic VR.

WORK EXPERIENCE

Technical Lecturer & Research Associate: Nov'04 – Current – University of East London.

Created & manage a Digital Immersive Studio. Co-developed the technical infrastructure of a 46 channel video research laboratory. Teach Digital Arts courses to BA level & mentoring Digital Arts MA students. Studying a PhD in Fine Art in the School of Architecture and the Visual Arts since 2006.

Senior Media Trainer & Developer: Aug'03 – Nov'04 - Comm-Tech - London.

Manager & developer of a training facility for New Media with 14 assistant trainers. Teach 'digital video editing and production' & developed the facilities curriculum. Other responsibilities include liaison with clients; writing briefs & project managing several small teams for New Media products.

Multimedia Lecturer: Feb'02 – Apr'03 - Information Technology Training Institute - Sydney.

Lectured & instructed 3D Modeling, 3D Animation, Web, & Multimedia at HND level. Within 4 months I was promoted to "Head of Department" for 3D. Subsequently wrote & implemented new 3D courseware for both short & long-term courses. My students managed to achieve the highest University acceptance rates to date. Both students & senior staff highly commended my ability.

New Media Developer: Freelance – Jun'00 - Dec'01 - 3D Global Pty Ltd. - Sydney.

Designed & co-developed a cutting edge 3D E-commerce shopping mall with integrated 2D Graphical User Interface using: 3DS Max; HCI design; E-commerce integration, 2D & 3D optimization techniques, & multi-user scripting. The design was highly praised by my client & previewed on Australian TV in 2001.

New Media Developer: Freelance - Feb'00 - Jun'00 - On Productions Ltd. - Sydney.

Designed & co-developed an advanced music entertainment portal. I directed the team of 4 developers to achieve the investors' goals on-time & within the budget of A\$550,000. Development included; Director, Xtras, Flash, 3DS Max, After Effects, Premiere, ASP, E-commerce design & HTML scripting.

Multimedia Designer: Freelance - Mar'97 - Oct'99 - Socrates Programme, T. H. A. I. - London.

Taught VRML & Java-Script at ARTEC, London. Taught 3DS Max at ManCAT. Consulted & lectured on hyper-media & multi-user Virtual Reality at Bath, Barcelona, Kingston, Leipzig, Milan, & Varesé universities. Consultant for an application to the European Union within framework IV that was accepted. Designed & developed an E-learning campus for Kingston University. Offered a research fellowship at Milan University.

World Builder: Freelance - 3 month contract `97 - Okupi Ltd. - London.

Designed & built many aspects of multi-user 3D chat environments for clients including Manchester United & Ministry of Sound using VRML, 3DS Max, Java, Java-script & HTML. Offered a permanent position upon completion of the 3 month contract due to my demonstrated creative & technical abilities.

I.T. Systems Account Engineer: `91 to `96 - Digital/Compaq - South East England.

Resolving on-site and Systems Service Engineer faults, including software, hardware & architecture issues. This was a corporate client facing & support role. I designed a data recovery service that generated considerable revenue. Scripted & updated branch Web-Site. Achieved outstanding customer survey results.

EDUCATION

Doctorate in Fine Arts: Commenced 2006 - University of East London.

Due to complete in 2010. Focusing on digital art installation. Proposal title "In pursuit of creating emotional, expressive, immersive Art"

M.Sc. I.T. Virtual Environments: Graduated 2000 - University of Salford.

Awarded a scholarship for an M.Sc. in Virtual Environments. Studied interface design; Internet programming using Java; advanced computer graphics, using OpenGL, C & C++. Built a multi-user 3D conference & virtual learning campus.

M.A. Interactive Multimedia: Graduated 1997 - London College of Communication.

Researched hybrid multimedia, 3D animation & networked VR. Developed theoretical & practical experience of interactive multimedia design, production & management.

Industry Training: 1988 to 1995 - Digital & Compaq Learning Services.

Achieved 30 certified I.T. training courses in systems, storage, networking, & I.T. troubleshooting.

High School: to 1987 - Denefield High School.

7 GCSE's including Physics, Design Application & Communication, Electronics, Maths & English.

PROFESSIONAL AFFILIATIONS

- Autodesk Pro Dev Programme – Listed Professional Developer since 2001.
- Matrix East Research Laboratory - Board of Management member since 2005.
- UK-VRsig – Special Interests Group member since 1996.

Please refer to Artists Bio for examples of artwork