LEZLEA TALBOT
FREELANCE INTERACTIVE CREATIVE DEVELOPER

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Core Competencies

I am a London based creative developer specialising in animation and interactivity - this has led me down many exciting paths over the years but the bulk of my experience has been in:

* Gestureworks, Windows Touch, TUIO multi touch table or kiosks - I've built multiple multi touch tables Air applications, one with object recognition.

* Banners either HTML5 / Flash - DoubleClick or standalone, Rich media, Expanding, Greensock, Video, HTML5 Video, animated backup gifs.

* Games in HTML5 / Canvas / JS / Flash - from fun simple games built in a few days to multi-level dynamic games. Love concepting too!

* Facebook applications - integrating the Facebook API or Google Maps API.

* Flex / Flash / Air applications - desktop software, screensaver, Flex game Libraries and large scale online sites.

* Working Prototypes built quickly in Axure, Meteor / Mongo, Flash.

* Meteor / Mongo web application

Dynamic, responsive, JSON/XML/Data driven, beautiful movement with a clear simple user experience! Quick turnaround for smaller projects with strict deadlines. Clear, coherent code, object orientated where required, and am a fan of structure using design patterns and libraries.

For JS/HTML5/CSS I use Sublime Text. For Actionscript/Air/Flex I utilize Eclipse with FDT or Flash Builder. I'm well versed with SVN, Git, and the Adobe Suit including Flash, Photoshop, Illustrator, and Dreamweaver.

Work Completed

Meteor, MongoDB, JS Web application
Personal work   *Date: Current*

In my free time I have been working in Google Campus on my own reactive Javascript application built using Meteor, JavaScript, and MongoDB. I'm using Amazon Web Services, a Virtual Private Server (VPS), Facebook API, Google Maps API. I set up the interactive wireframes in Axure Pro.

HTML5 Banner Developer (previously Flash Banners)
Agency: **Blue Latitude Health**   *Date: 07/2015 - Current*

I work remotely for Blue Latitude as and when required, initially providing Flash banners and then moving onto HTML5 banners and gifs. I can develop banners as standalone or upload to DoubleClick. I am a fan of beautiful animation, even if it is "only for banners", and often use GreenSock. More recently developed a range of HTML5 Video Expandable banners.

Flash, Actionscript, Air, Gestureworks, Tuio, Multi-Touch table Developer
In London and Dubai.   *Date: 08/2015 - 02/2016*

A really exciting multi-touch table application, displayed across perfume shops in Saudi. It is highly interactive with beautiful graphics, animations, and movements. It is all XML driven and dynamic, therefore easy to update, which came in handy with the project expansion and multiple updates.

The app was build with Flash Actionscript 3, Air, Gestureworks (and TUIO). It has object recognition so the user can put different perfume bottles on the table and it will recognize each object and display a different animation.

I worked remotely in Google Campus London and spent the month of October in Dubai working alongside the Havas Middle East creative team. I attended meetings as the technical expert with the main Saudi client (International Group of Luxury Fragrances).

I can send videos and an example of the application if interested.
If you have absolutely no idea what a multi-touch table application is, please see this YouTube video: https://www.youtube.com/watch?v=9rRPngHauY0

My hotel setup in Dubai with My Little Pony as a dummy object to test with!

Audi Goodwood Festival of Speed Air App - Flash, Air, Interactive Developer

*Agency: **Somo Ltd.***   *Date: 02/2015 - 04/2015*

This is the second year I have worked with the Somo team for Audi for the Goodwood Festival of Speed event. The 'Video Wall' is a looping Air App bringing together stunning videos, various leaderboards which update every 30 seconds via an API, Twitter API and Facebook API carousels continuously updating, a dynamic CMS managed messaging system to display images/text at various times during the event, and a content managed "Instant" Tweet messages that can overlay the content.

Me and the Video wall - Leaderboard

Audi Video Wall

Audi video wall

audi_video_wall_enlarged

BP Shipping Multitouch table app - Freelance Actionscript, Air, Gestureworks, Interactive Developer

*Agency: **Somo Ltd.***   *Date: 02/2015 - 04/2015*

This Air app was created for BP Shipping Centenary events around the world. It was built in Air/AS3 and Gestureworks for a Windows Touch machine with an Ideum touch table. The app is highly interactive with beautiful movements and animations. It is dynamic, with content from external images and an easily editable XML file.

BP Shipping Event

BP Shipping Event

Startup Prototype and Flash app - Creative Consultant / Flash Dev
Agency: **NDA**   *Date: 01/2014 - 01/2016*

Working remotely over the space of two years for this interesting startup. I worked closely with another developer coming up with Use Cases and best functionality for what the non-technical founder wanted to achieve.

BP Learning Interactive Multitouch table app - Air Flash Gesturework
Agency: **Somo Ltd.**   *Date: 04 - 06/2014*

The multi-touch interactive table app provides information and data about BP's operations around the world in a beautiful way. With a 3D rotating map (of course I suggested this and loved coding it), interactive touchpoints, moveable infographics etc. users really enjoyed browsing what could realistically be a lot of boring data. Of course that meant the entire app was dynamic and supported by an editable XML file so that updates can be made easily.

I have videos and images of the application if required, please get in touch!

Audi Goodwood Festival of Speed Air App - Flash, Air Developer
Agency: **Somo Ltd.**   *Date: 03 - 05/2014*

This was the first year I worked with the Somo team on an Air Application for their client Audi for the Goodwood Festival of Speed event. The application titled 'Video Wall' is a looping media creation bringing together stunning videos, various leaderboards which update every 30 seconds via an API, Twitter and Facebook carousels continuously updating, and content managed "Instant" Tweet messages that can overlay the content.

Top Secret (under NDA)
Agency: **London Fashion Arts College**   *Date: 09 - 01/2014*

Unfortunately I can't include details about this Flash app due to NDA. I can say it was a web application utilising a webcam to capture the users body shape and therefore work out their best clothing sizes.

Honda interactive expandable banners and Virgin Train website updates
Agency: **Elvis**   *Date: 10 - 11/2013*

Creating standard and interactive expandable banners for Honda using DoubleClick and EyeBlaster. Updating a route map for Virgin Trains in AS2.

CultureWorld interactive learning experience - Flex Application
Agency: **Macmillan English Campus**   *Date: 07 - 09/2013*

Culture World is a vast sim-city like interactive learning environment using rich media and games to teach the English language. With no in-house knowledge of the Flash and Flex project I was brought in to review the code, make updates, and create thorough documentation.

Fast and Furious Facebook Application
Agency: **Rare Breed Digital**   *Date: 06/2013*

Building a complex Facebook Application including Facebook Authentication, Posting, Video upload, and Youtube Video Upload.
Users can record their own voiceover and become the actors in the latest Fast and Furious trailer. Using bytearray data to combine the microphone data and FLV audio/video together. Built in ActionScript3 and RobotLegs.

Channel 4 Mating Season Games
Agency: **We are Supernatural**   *Date: 05/2013*

Tortoise Fist: http://www.dates2love.co.uk/games/tortoisefist/
Whack a Glory Hole: http://www.dates2love.co.uk/games/whackagloryhole/
Building two games with a tight turnaround for Channel 4 new controversial mating season series. Built in ActionScript3 and RobotLegs

Seat Leon website
Agency: **Possible Worldwide / Grey**   *Date: 04/2013*

Link: http://www.seat.co.uk/content/uk/brand/en/models/seat-webspecial/new-seat-leon-sc.html
Working with a team of Flash Developers and designers to build a dynamic, feature full website for the new Seat Leon car.
Built in ActionScript3, entirely dynamic with CMS driven XML.

Flex and Flash games for a multiplayer interactive table system
Client: **Compurants / Inamo Restaurant**   *Date: 02 - 04/2013*

Link: http://www.lezlea.co.uk/#/work/inamo/
Building a variety of games in ActionScript 3 and Flex for a multi-touch multiplayer interactive table system. Work involved integrating with current libraries and creating new game libraries for their latest system.

Sony Playstation expandable instant ad web banners in Flashtalking
Agency: **Studio Output**   *Date: 12/2012 – 01/2013*

Link: http://www.lezlea.co.uk/demo/banners/studiooutput/index.html
Instant ads and expandable banners for Sony Playstation campaigns.

LG and SKY web banners
Agency: **Sapient Nitro**   *Date: 10 - 11/2012*

Web banners for clients such as LG and SKY in AS3 and Double Click.

Motorola expandable interactive web banners in EyeBlaster and DoubleClick
Agency: **Ogilvy Action**   *Date: 09 - 10/2012*
Link: http://www.lezlea.co.uk/demo/banners/ogilvy/index.html
Interactive click to expand web banners for the new Moto RAZR in AS3.

Seat Leon Car Configurators
Agency: **Possible Worldwide / Grey**   *Date: 08/2012*
More information: http://www.lezlea.co.uk/#/work/seatcongif/
Built in ActionScript3 and RobotLegs, entirely dynamic with CMS driven XML.

Brave Archery Game
Agency: **Addiction Worldwide**   *Date: 07/2012*
Demo Link: http://www.lezlea.co.uk/demo/addiction/brave/index.html
Built a quick AS2 archery game for Disney Pixar's new movie Brave.

Jaws Shark Adoption - interactive website and game
Agency: **Market Me**   *Date: 06 - 07/2012*
Demo Link: http://market-me.co.uk/previews/jaws/site/
XML driven ActionScript3, Robot Legs, Facebook API, PHP/MySQL backend.

Nickelodeon & Gabi H20: Gabi H20 Tower Defence Game
Agency: **Addiction Worldwide**   *Date: 03 - 05/2012*
Live Link: http://www.nick.co.uk/a/gabih2o/game.aspx
Unlocked Link: http://www.lezlea.co.uk/assets/GabiH20/index.html

An elaborate twist on a tower defense game to encourage kids to save water by turning taps off etc. Incorporating 6 levels, many different towers, animations and fast moving water drops the game is seriously addictive!

Bazooka Candy: Rushin the Rooftops Game
Agency: **Naked Penguin Boy**   *Date: 12/2011 - 01/2012*
Link: http://www.megamouth.com/
Based on Canabalt the entire game uses complex bitmap data techniques to create a fast freerunning game with parallaxing backgrounds for kids.
Built in ActionScript3 and Robot Legs.

Sony PlayStation: Uncharted 3 Facebook Takeover Game
Agency: **Momentum WW**   *Date: 10/2011 to 12/2011*
Video: http://www.lezlea.co.uk/assets/Uncharted3/index.html
More Information: http://www.lezlea.co.uk/#/work/uncharted3

This elaborate Facebook takeover subtly replaces elements of the users' profile with mini games that they must find and solve in order to stop their Facebook page being buried in the sand.
Built in ActionScript3 and Robot Legs with XML, Facebook API, and JavaScript

<u>Xbox Kinect</u>: Your Kinect Experiential Event

Agency: ***Momentum WW***   *Date: 9/2011 to 10/2011*
Video: http://www.lezlea.co.uk/assets/YourKinect/index.html
More Information: http://www.lezlea.co.uk/#/work/yourkinect

Building a dynamic XML driven Facebook Booking Tool and a Share Wall Air application for an experiential event that toured the UK. The Air Applications allow RFID wristbands to post to the users' Facebook wall.
Booking Tool built in AS3, MVC Framework, XML, Facebook API, Flash/ASPX.
Share Wall Air Application built in AS3 and Air with RFID integration.

<u>Ben & Jerry's</u>: Flash Games
*Agency: **Maynard Malone***
Farm Fun, 5 Facebook Games: http://www.lezlea.co.uk/#/work/farmgame
Nuts About Nuts Game: http://www.lezlea.co.uk/#/work/nutsaboutnuts
Choc a Bloc Tetris game: http://www.lezlea.co.uk/#/work/chocabloc

I had the opportunity to build many Ben & Jerry's games. Farm Fun is a collection of 5 mini games. Nuts about Nuts is a physics based game. Choc a bloc is a tetris style game I built by extending a Tetris Engine. All games were built in AS3, use PHP communications, and include sound and video.

Education

First Class Honors Degree in BSc Multimedia Technology and Design
(Brunel University, 2004 – 2008)

BSc Hons Physiotherapy (Brunel University, 2003-2004, 60 Credits gained)

G.C.E. A-Levels in Business Studies, Geography, Biology.
(Glenlola Collegiate Grammar School, Grades B, B, C, 1996-2003)

G.C.S.E. grades 1A*, 6A, 2B, 1C