

Zelimir Fedoran

Software Engineer at Verold

Toronto, ON, CA

Don't hack your way through a field of IT speakers when the only hardware you need is Verold's Software Engineer and game enthusiast

Zelimir has given a number of talks in the Greater Toronto Area on various game development topics. In 2011, he was invited to give a talk at the Sprokets Future Frames and Games event at TIFF. Zelimir has experience in many areas of game development -- from programming, to graphics design, to audio production, to 3d modeling, to web technologies. Using this experience he is able to bridge the communication gap between programming and art teams.

Panelist, Workshop

Computer Software, Media Production, Computer Gaming, IT Services/Consulting, Information Technology and Services

Game Engine Architecture, Web Development, Javascript, Game Development

University of Toronto

Bachelor of Science (Honours) Computer Science

Software Engineer – Verold

Verold is a start-up Canadian company that provides tools which significantly reduce the time as well as cost of creating 3D content for augmented reality, video games, interactive media and web content. The Verold Studio allows CG artists to showcase and experience 3D projects together in real-time, collaborative spaces. The Verold Studio is the foundation of a web-based platform that brings together artists, programmers and consumers.

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