



## Keifer Clitheroe

### Head of Immersive

Hey there, I'm Keifer, one of the co-founders behind TechNET Immersive and Gaming. I'm not just passionate about the industry, I live and breathe it. I've spent a large portion of my career diving deep into the gaming and immersive sectors, always eager to learn and fortunate to regularly converse with some of the brightest minds in the field. To me, the possibilities are endless, and I'm thrilled to be on this incredible journey with you. Gaming and XR are our playground, and I'm here to help you explore and succeed in these dynamic spaces. Let's ride this exciting wave together! Partner with me at TechNET Immersive, and let's create something amazing in the world of gaming and immersive experiences.

### MY EXPERTISE:

- Senior Hires – C-Level, VP, Directors
- Programming – Gameplay, Animation, Graphics, AI, Tools, Engine
- Art – Character, Cinematic, Lighting, Environment, VFX
- Technical Artist's, Riggers & Animators
- Production

### CLIENTS:



"Keifer has been great to work with over the past year! He's quickly become a key recruitment partner for Sports Interactive and Interior Night, providing a steady stream of top tech talent for some pretty hard to fill vacancies. Always organised and great at keeping us in the loop with everything, he's someone I'd highly recommend speaking with if you're ever looking for a recruitment partner to support you with hiring in the games industry."

Ashleigh Meale  
Talent Acquisition & Engagement  
Manager, SEGA



"Keifer's a fantastic recruiter and always my go-to for tough assignments. He always pushes hard for me, getting good people thought the door when others fail. He's a super-professional and tenacious recruiter who gets the right candidate in post, fast. What more can I ask?"

Mike Bambury  
Interior Night



"Keifer contacted me for a fantastic new position, the whole hiring process just rolled afterwards as he really found the perfect match between the company's needs and my profile. Thanks again for this life changing opportunity!"

Alexandre Pelletiere  
Gameplay Director,  
Build a Rocket Boy

### CONTACT:

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