

Tina Mahagamage

Email: Tinamdigitalart@yahoo.com | Portfolio: www.tinamdigitalart.com | [linkedin.com/in/tinamdigitalart/](https://www.linkedin.com/in/tinamdigitalart/)

Professional Experience

University of Montana, School of Visual and Media Arts

Adjunct Professor Principles of Interactive Art, Intro to AR/VR - Remote

Missoula, MT
Aug 2022-Current

- Develop and implement innovative projects and activities to engage students
- Conduct live and asynchronous Q&A sessions with students to provide personalized feedback
- Create and manage discussion boards and other online forums to facilitate student learning
- Develop and follow a course syllabus to ensure students meet all learning objectives
- Create and manage assessments and tests to assess student understanding
- Engage in ongoing research and development to stay up to date on recent trends in interactive art and technology
- Collaborate with other faculty and staff to ensure students receive the best education possible

Knickerbocker Media Inc.

3D Artist and Designer - Remote

Los Angeles, CA
May 2022-Nov 2022

- Using Autodesk Maya, create optimized 3D models of the environment and objects that will be used in the Virtual Reality experience. This includes creating low-poly models that will not cause performance issues for the VR experience.
- Using SideFX Houdini to create procedural assets that will be utilized in immersive engaging VR experiences.
- Using Adobe Photoshop to create custom textures and materials for the assets.
- Provide consultation on effective methods to create a Virtual Reality experience in Unreal Engine 4

University of Montana Media Arts

Graduate Assistant

Missoula, MT
Sept 2019-May 2022

- Provided technical support to students in the lab, helping them troubleshoot software and hardware issues
- Assisted in the development of course materials, including syllabi, assignments, and online tutorials
- Created and maintained a database of student work for review and assessment
- Assisted in the development of interactive media projects, including web-based applications, video games, interactive art and design, and virtual reality experiences

TechAbility Inc.

Online Digital Art Instructor - Remote

New York, NY
Jun 2020-May 2022

- Collaborated with creative teams to create and design curriculum material tailored to children from 1st through 9th grade
- Instruct students on principles of design and design practice
- Encourage innovative thinking, problem-solving, and creative solutions

UploadVR

Virtual Reality Developer Assistant Instructor

Los Angeles, CA
Jan 2018 - Apr 2018

- Assisted in development of a comprehensive training program for VR development
- Conducted research on emerging technologies and trends in the field of virtual reality
- Provided technical advice and assistance to instructors and students on a variety of topics related to VR development
- Developed and implemented a system for tracking student progress and providing feedback
- Provided technical support to instructors and students on a variety of topics related to VR development
- Collaborated with other departments to ensure the successful implementation of VR development initiatives

Education

Masters of Fine Arts, Media Arts
University of Montana, Missoula, MT

May 2022
Graduation

Bachelor of Fine Arts, Digital Media
Otis College of Art and Design, Los Angeles, CA

May 2017
Graduation

Technical Skill

Autodesk Maya, Houdini, TouchDesigner, Adobe Suite: Photoshop, After Effects, Illustrator, Indesign, Premiere, Animate, Aero, Dimension, Unreal Engine 4, Unity, Foundry NukeX, Substance Painter, and Designer, VR Hardware; Oculus and HTC Vive Microsoft Office: Word, Powerpoint, Outlook, Excel, Basic Code Language; Python, C++, C, C#, Java Script