Tina Mahagamage

Email: Tinamdigitalart@yahoo.com | Portfolio: www.tinamdigitalart.com | linkedin.com/in/tinamdigitalart/

Professional Experience

Knickerbocker Media Inc. — Los Angeles, CA
3D Artist and Designer - Remote — *May 2022-Current*

- Model and design assets for a Virtual Reality experience using Autodesk Maya and SideFX Houdini
- Custom design textures ad materials for models using Adobe Photoshop
- Provide consultation on effective methods to create a Virtual Reality experience in Unreal Engine 4

University of Montan Media Arts — Missoula, MT
Adjunct Professor Principles of Interactive Art - Remote — *Aug 2022-Current*

- Prepare course materials for virtual remote learning, such as online tutorials through Moodle on interactive art
- Deliver digital course lectures to undergraduate and graduate students on interactive art through the software TouchDesigner
- Evaluate and grade students' classwork, assignments, and written work
- Provide professional critique and feedback of student work in a video format

University of Montana Media Arts — Missoula, MT
Graduate Assistant — *Sept 2019-May 2022*

- Assisted professors and instructors on various applications and software, including courses such as Intro to Media Arts, Principles of Interactive Art, Techniques of Interactive Media and Design, and Creative Coding
- Performed guest lectures and presentations on topics such as introduction to virtual reality, game engines; Unity and UE4, and using game engines for interactivity

TechAbility Inc. — New York, NY
Online Digital Art Instructor - Remote — *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 — Los Angeles, CA
Virtual Reality Developer Assistant Instructor — *Jan 2018 - Apr 2018*

- Collaborated with creative professionals on curriculum development and methods of instruction
- Provided assistance for instructors with troubleshooting technology such as Oculus Rift hardware setup and Unity for VR development
- Support instructors by providing one on one tutoring and workshop for various VR development challenges

Education

Masters of Fine Arts, Media Arts — May 2022
University of Montana, Missoula MT — *Graduation*

Bachelors of Fine Arts, Digital Media — May 2017
Otis College of Art and Design — *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