

Tina Mahagamage

Immersive Interactive Artist | Tinamdigitalart@yahoo.com | www.tinamdigitalart.com

Education

Bachelor of Fine Arts, Digital Media Otis College Art and Design, Los Angeles, CA	May 2017 Graduation
Master of Fine Arts, Media Arts University of Montana, Missoula, MT	May 2022 Graduation

Recent Creative Work

Immersive Interactive Experience- MFA Thesis Showcase University of Montana, Missoula, MT	Sept 2021- May 2022
<ul style="list-style-type: none">• Written work <i>Immersive, Interactive, Experience: The Dialogic and a push Beyond Surface (2022)</i>• A showcase of the collective creative work done during the MFA study that looks at different methodologies for experiential, immersive, and interactive art• Works include; Interactive holograms, Digital Paintings, Virtual Reality experiences, and an interactive AR wall	
Aphasia VR Project University of Montana, Missoula, MT	Dec 2019- May 2022
<ul style="list-style-type: none">• Creative collaboration with Jenna Griffin, SLHOS• Design a Virtual Reality simulation to assist persons with Aphasia to improve communication skills• Aphasia VR work in progress• https://www.tinamdigitalart.com/post/wip-aphasia-therapy-and-vr-proof-of-concept	
Interactive Holographic Interface University of Montana, Missoula, MT	Jan 2020 - May 2020
<ul style="list-style-type: none">• Designed and programmed an interactive hologram prototype<ul style="list-style-type: none">◦ Interactive Hologram◦ https://www.tinamdigitalart.com/post/interactive-hologram• Using the Microsoft Kinect, developed a human-controlled Hologram<ul style="list-style-type: none">◦ Holo-Kinect Project◦ https://www.tinamdigitalart.com/post/holo-kinect-project	
Innovative Technology + Design Blog Los Angeles, CA	Jan 2016 - Current
<ul style="list-style-type: none">• Maintain an iterative blog on technological advances, personal and professional works• Digital Notebook• https://www.tinamdigitalart.com/digitalnotebook	
Web-based Augmented Reality University of Montana, Missoula, MT	Jan 2019 - Mar 2019
<ul style="list-style-type: none">• Designed and programmed a web-based Augmented Reality Demo• Castle AR• https://www.tinamdigitalart.com/copy-of-template-16	

Motion Design

Sept 2020 - Nov 2020

University of Montana, Missoula, MT

- Created a Motion design reel focused on a range of topics
- Animation, Web-design, Kinetic Type, Game Development, Filmic Title sequence
- [Motion Graphics Reel](#)
- <https://www.tinamdigitalart.com/copy-of-template-17>

Professional Experience

3D Artist and Designer - Remote

May 2022-Nov 2022

Knickerbocker Media Inc, Los Angeles, CA

- 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

Virtual Reality Consultant

Nov 2018- May 2019

Knickerbocker Media Inc, Los Angeles, CA

- Development of game mechanics
- Create original characters, environments, and levels
- Develop story and narrative elements
- Debugging and troubleshooting
- Work with a team of artists, programmers, and designers to bring the project to completion

Virtual Reality Generalist, Digital Media

Jul 2017-Dec 2018

Digital Media Department, Otis College of Art and design, Los Angeles, CA

- Assist Jacquelyn Morie (All These Worlds LLC) with technology
- Work with students and assist staff and faculty on the use of Oculus Rift and HTC Vive hardware setup
- Install and troubleshoot software and address technical problems for virtual reality development
- Design 3D/CG Assets in Maya for Unreal Engine and Unity to develop VR experiences

Program Assistant, Liberal Arts & Sciences

Apr 2015- Dec 2018

Liberal Arts & Sciences Office, Otis College of Art and Design, Los Angeles, CA

- Design and revitalize departmental marketing material using Photoshop and Illustrator
- Schedule and coordinate meetings and appointments for supervisors and managers
- Support the team with various documents, drafting, and editing

VR Experience Aide

Jun 2018- Dec 2018

VRScout, Los Angeles, CA

- Assist with Oculus Rift and HTC Vive Setup for monthly events
- Understand and instruct the use of Google Tilt Brush and other experiences
- Show demos of various upcoming VR experiences to spectators

Virtual Worlds Society Volunteer VRLA**May 2018**

VRLA Expo, Los Angeles, CA

- Supported Jacki Morie and Eva Hoerth at VRLA booth
- Promoted and networked with potential members about the promise of VR for good

VFX Artist Intern**Jun 2016- Aug 2016**

Locktix VFX Studio, Los Angeles, CA

- Developed 3D models and animations based on concept art with a team of designers
- Created UV layouts using Maya
- Created custom textures using Mari
- Final composite of 3D assets onto a backplate using NukeX

Gallery Intern**May 2015- August 2015**

Lois Lambert Gallery, Bergamot Station, Los Angeles, CA

- Drafted marketing materials and media statements. Maintained mailing lists and client database
- Interfaced with artists to assist with their gallery inquiries

Graphic Design- Freelance**Jan 2015- Current***Select Projects Include:*

Roman Enterprise Trading Inc., Los Angeles, CA

- Rebranded the company's logo
- Used Illustrator and Photoshop

Author Melissa Clark, Los Angeles, CA

- Created a logo for an online writing course

Research Assistant**Dec 2014- Jan 2015**

Author Melissa Clark, Los Angeles, CA

- Researched existing blogs and existing community workshops for the author

Teaching Experience**Adjunct Professor, School of Visual and Media Arts - Remote****Aug 2022 - Current**

The University of Montana, Missoula, MT

- 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

Graduate Assistant Media Arts**Sept 2019- May 2022**

The University of Montana, Missoula, MT

- Techniques of Interactive Media (MART 440); Sp 2020, Sp 2021
- Principles of Interactive Art (MART 340); Sp 2021
- Introduction to Media Arts (MART 101); Fa 2019, Sp 2020, Fa 2020, Sp 2021

- Creative Coding 1 (MART 120); Fa 2019
- 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

Artificial Reality Lecture

Jan 2021

University of Montana, Missoula, MT

- Lecture on the history of virtual technologies featuring Myron Krueger as the founder of Artificial Reality and creativity.
- [Artificial Reality - Myron Krueger](#)
- <https://www.tinamdigitalart.com/post/artificial-reality-myron-krueger>

Game Engines: Unity Vs UE4 Lecture

Apr 2020

University of Montana, Missoula, MT

- Lecture on the fundamental differences and similarities of game engines and their uses as a tool for interactive works.
- [Game Engines: Unity vs UE4](#)
- <https://www.tinamdigitalart.com/post/game-engines-unity-vs-ue4>

Possibilities of Virtual Reality Lecture

Apr 2020

University of Montana, Missoula, MT

- An introductory look into Virtual Reality, history, current uses, and development.
- [Possibilities of Virtual Reality](#)
- <https://www.tinamdigitalart.com/post/possibilities-of-virtual-reality>

Next Steps in VR: Game Engines + Interactivity Lecture

Apr 2020

University of Montana, Missoula, MT

- An introductory look into Virtual Reality, history, current uses, and development.
- [Next Steps: Games Engines + Interactivity](#)
- <https://www.tinamdigitalart.com/post/game-engines-interactivity>

Oculus Integration Tutorial

Feb 2020

Loyola Highschool, Missoula, MT

- A video tutorial on the oculus integration process and enabling hands and grabbable objects for oculus rift
- [Oculus Integration Tutorial - Unity](#)
- <https://www.tinamdigitalart.com/post/oculus-integration-tutorial>

Digital Art Instructor

June 2020- May 2022

TechAbility, New York, NY

- 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

Virtual Reality Assistant Instructor

Jan 2018- Apr 2018

UploadVR, Los Angeles, CA

- 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

Digital Media Tutor

Sept 2016- May 2017

Digital Media Department, Otis College Art and Design, Los Angeles, CA

- Tutor students in Maya, Nuke, Mari, and Unreal Engine

Virtual Reality Development Assistant

Sept 2016- May 2017

Digital Media Department, Otis College Art and Design, Los Angeles, CA

- Assisted Maxx Kaufman (inXile Entertainment) with technology
- Setup and troubleshoot hardware and software issues using Oculus Rift
- Instruct students on the use of Maya to build 3D assets for Unreal Engine to develop VR content

Technical Skills

Software:

Autodesk Maya, Houdini, TouchDesigner, Adobe Suite: Photoshop, After Effects, Illustrator, Indesign, Premiere, Animate, Aero, Unreal Engine 4 + 5, Unity, Foundry NukeX, Mari, Microsoft Office: Word, Powerpoint, Outlook, Excel, Substance Painter, and Designer

Hardware:

Oculus, HTC Vive, Leap Motion Controller, Hologram, Microsoft Kinect

Code Language:

Basic C#, Javascript; P5, three.js, A-frame, Python, C, C++, Basic Java