

Kristina Mahagamage

Digital 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

Aphasia VR Project University of Montana, Missoula, MT	Dec 2019- Current
<ul style="list-style-type: none">• Creative collaboration with Jenna Griffin, SLHOS• Design a Virtual Reality simulation to assist persons with Aphasia 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 University of Montana, Missoula, MT	Sept 2020 - Nov 2020
<ul style="list-style-type: none">• 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

Virtual Reality Consultant

Nov 2018- May 2019

Knickerbocker Media Inc, Los Angeles, CA

- Project planning and scheduling
- Virtual world creation using Unreal Engine
- Build 3D assets in Maya and other 3D software suites

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, 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

Graduate Assistant Media Arts

Sept 2019- Current

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

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- Current**
TechAbility, New York, NY
- Work with creative teams
 - Curriculum development for Adobe Suite
 - Instruct students on principles of design and design practice, encourage innovative thinking
- Virtual Reality Assistant Instructor** **Jan 2018- Apr 2018**
UploadVR, Los Angeles, CA
- Assist Tiffany Raber (ICT) with technology
 - Work with students on the use of Oculus Rift hardware setup
 - Assist and instruct students on the use of Unity for VR development
- 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, Adobe Suite: Photoshop, After Effects, Illustrator, Indesign, Premiere, Animate, Aero, Unreal Engine 4, Unity, Foundry NukeX, Mari, Microsoft Office: Word, Powerpoint, Outlook, Excel, Substance Painter, and Designer, VR Hardware; Oculus Rift and HTC Vive,

Code Language:

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