

## Tara St. George

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Portfolio: [www.tsg-art.com](http://www.tsg-art.com) • LinkedIn: [ca.linkedin.com/in/tsg3d](http://ca.linkedin.com/in/tsg3d)

### Primary Skills:

Concept art, Maquettes, Modeling, Texturing, UV layout, Animation, Pixel art, Sculpture, Troubleshooting, Traditional painting

### Primary Software:

Maya, Photoshop, ZBrush, Unity, Unreal Editor, Perforce

### Education:

#### **Black Hole Studios**

- Created characters, levels UI, animation, concept art, props, and rigging for *T.o.t.E.M.*
- Worked directly with programmers and sound artist
- Created and maintained art asset list and other game design docs
- Working studio environment within Full Sail University

#### **Full Sail University**

- 2007 - 2009, Bachelors of Computer Science in Game Art

#### **Maryland Institute College of Art**

- 2001 - 2006, Bachelors in Fine Arts
- Majored in both Illustration and Graphic Design, with concentration in Experimental Animation

### Experience:

#### 2011 – Present **Freelance Artist**

- Capture Interactive, Texas Tourism: Model, texture, animate characters, concept art
- Capture Interactive, Indigenous Watercraft of Alaska: Modeling, Texturing
- Capture Interactive, Oculus Rift Cerebro: Model and texture Professor Xavier's head
- Lokasgate, Canisk: Pixel art, user interface assets, tile sheets, sprite sheets, concept art
- TriEmber, Prince of Purrsia: Modeling, UV layout, texturing, concept art, collision
- Andicuri Project: Pixel animation, tiles, concept art, user interface, illustration, levels, C# scripting

#### 2012 – 2013 **Nuke Artist**, Rainmaker, Vancouver, BC

- Broke apart Nuke scripts for 3d conversion
- Troubleshoot Nuke scripts
- Reworked new renders to match existing shots
- Credited in animated film, *Escape from Planet Earth*

#### 2011 **3D Generalist**, Pixlhut, Rochester, MI

- Data organization & scanned 3d geometry clean up
- V-ray rendering and lighting for compositors
- Modeling, UV layout, and texture creation

#### 2010 **Artist**, Critical Mass Interactive, Austin, TX

- Environment modeling, level design, set-decking, lighting, collision, geometry optimization, and bug fixes for multiplayer levels
- Disney's AAA title, *Tron: Evolution*

### Other:

- Valedictorian, Advanced Achiever, 2 Course Directors Awards at Full Sail University
- Dean's List 4 times at the Maryland Institute College of Art