

TAMARA KEMP

SENIOR MULTIMEDIA ARTIST

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Experience

August 2016-Present Chromatic Games

- Sequencer and Matinee implementation for 3D in-game and marketing cinematics
 - Execute shot lists, and storyboards
 - Design and create camera shots
 - Utilize character animation sets, and staging
 - Create lighting
 - VFX setup and creation using Unreal Cascade
 - Collaborate with Art team, Design team, and Art director
- Animate 2D splash art, comic style in-game cinematics, and animatics
- Deliver polished in-game icon illustrations, and insure optimal texture files
- Produce compelling trailers
 - Conceptualize and capture high-quality in-game footage; utilize debugging tools
 - Video editing
 - Motion graphics and post production
- Collaborate with the marketing team to create social and PR content, while maintaining brand consistency
 - Maya Character posing and paint overs | Graphic Design | Screenshot Capture
- Update merchandise store art and maintain requirements for Steam | PlayStation | Xbox | Switch
- Art team support, created and implemented game-ready 3D environment props; world building
- 3 shipped games: Dungeon Defenders II, Awakened, and Going Rogue

Software

- Unreal 3, 4, and 5
- After Effects | Trapcode | Premiere
- Photoshop | Illustrator | Sketchbook Pro
- Autodesk 3ds Max | Maya
- Zbrush
- 3D Coat | Marmoset

Skills

- Strong understanding of storytelling, cinematic language, art design, color and value, composition, and cameras
- Ability to work with specific art direction, problem solve, receive constructive feedback, and deliver high quality work within set production schedules
- Dedicated team player with a great attitude, who has experience working cross-discipline and loves playing video games

Education

Bachelors Degree in Media Arts and Animation

- 2013-2016 The Art Institute of Tampa