

Forrest Taber-Thomas

Game Designer

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Los Angeles, CA

Mission

Experienced, Team-Oriented Game Designer with a deep artistic background, and a desire to create meaningful narrative experiences through positive collaboration and hard work.

Education

Bachelor of Arts: Interactive Media and Games | USC School of Cinematic Arts | 2010-2014

Art Classes - Dynamic Sketching, Color, and Figure Drawing | Concept Design Academy | 2022 - Present

Employment

Blue Marble Health Co. | **Lead App Designer** | Fall 2017 - Present

Projects: *Health in Motion (App)* | *Performance Analytics Tool (Clinician Portal)* | *bluemarblehealthco.com*

- Lead designer on a comprehensive physical therapy telehealth platform for patients, clinicians, and healthcare companies
- Art director on all aspects of the Health in Motion app, the clinician portal, and the Blue Marble Health Co. website
- UI/UX design for all aspects of the platform using Illustrator and Photoshop
- Create complex interfaces, graphs and tables that allow clinicians to monitor their patient progress
- Pitch new app features to physical therapists, clinicians and other stakeholders
- Oversee features from conception, to implementation in Unity, to launch
- Write documentation and create detailed mockups for all of the features I work on
- Work closely with the programming, art, production, and stakeholders to realize our vision for different features
- Lay out 3D scenes and set camera angles for an exercise gym scene with a 3D character
- Design exercises, lessons, tests, and other modules to assist patients with conditions including COPD, high fall risk, total knee replacement, and COVID.
- Design sensor-based games to assist with vestibular rehabilitation, and spinal cord injury rehabilitation in children.
- Collaborated on over 5 grants from NIH, Atrium Health, University of Louisville, and other health partners

Age of Learning, Inc. | **Junior Game Designer** | Fall 2014 - Fall 2017

Projects: *abcmouse.com* | *Adventure Academy*

- Designed, documented, and pitched over 100 educational games for *abcmouse.com* and *Adventure Academy*
- Prototyped games for 3rd to 6th graders using Unity
- Oversaw the creation of art assets and code for the games I designed
- Worked with teachers to create games for 1st and 2nd graders that teach english, science, history and math.

Emblematic | Unity Engineer | Summer 2014 - Fall 2014

Project: *Formula 1*

- Assisted with creation of *Formula 1*, a VR experience commissioned by Standard Chartered Bank
- Integrated 3D character animations using Unity Animators
- Scripted and integrated triggered events using C#
- Modelling and texturing 3D objects and characters

Getzels Gordon Productions | Film Production Intern | Summer 2013

TV Shows: *Closer to Truth* | *The Penguin Counters*

- Catalogued and organized media for the TV series *Closer to Truth*
- Created animations and posters for a kickstarter campaign for the documentary *The Penguin Counters*
- Worked as a film production assistant on location for *Closer to Truth*

Psychic Bunny | 3D Art Intern | Fall 2012

Project: *Dice-T*

- Level design and 3D asset modeling for multiplayer FPS/RTS military training game *Dice-T*

USC SCA Animation Thesis "SOD'S MACHINE" | 3D Artist | Fall 2011

Films: "SOD'S MACHINE"

- Assisted in visual development, modelling and rigging of 3D art assets

Pixeldust Studios | Animation Intern | Summer 2011/Summer 2010

TV Shows: "The Fabric of the Cosmos" | "Diving for Eden"

- Modeled 3D Environments and assets in Maya and zBrush
- Rotoscoped and keyed live action footage for implementation in visual effects shots using After Effects
- Conceptualized visual effects for TV shows including: *The Fabric of the Cosmos* and *Diving for Eden*

Technical Skills

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|----------------------|---------------|------------------|-----------------|------------------|
| Adobe CS | UI/UX | Drawing | C# Scripting | git |
| Design Documentation | Art Direction | Digital Painting | 3D Modeling | Narrative Design |
| Design Mockups | Unity | Graphic Design | Confluence/JIRA | Visual Studio |

Interests/Hobbies

Drawing, Painting and Concept design

Film (Watching, Making, and Analyzing)

Screenwriting / Story

Hiking