

Forrest Taber-Thomas

Game Design | UI/UX | Visual Art

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Los Angeles, CA

Mission

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

Education

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

Art Training: Dynamic Sketching, Color, Background Design for Animation, Analytical Figure Drawing, Architecture for Worldbuilding, Perspective and Cinematography | Concept Design Academy | 2022 - 2024

Employment

Lead UI/UX App & Game Designer | **Blue Marble Health** | Fall 2017 - Winter 2023

- Sole designer on a comprehensive physical therapy telehealth platform for patients, clinicians, and healthcare companies.
- UI/UX design for all aspects of Blue Marble's platforms using Adobe Illustrator and Photoshop.
- UI/UX design for sensor-based games for vestibular rehabilitation in older adults, and spinal cord injury rehab in children.
- Designing, wireframing, and prototyping complex interfaces, graphs, and tables for clinicians to monitor their patient progress
- Pitching new app features to physical therapists, clinicians, producers, and other stakeholders
- Running user tests and writing UI/UX surveys for playtesters to assess
- Animated UI elements in Adobe After Effects
- Overseeing features from conception, to implementation in Unity, to launch
- Created design documents, detailed mockups, and wireframes while developing final UI assets
- Worked on multiple grants from NIH, Atrium Health, University of Louisville, and other health partners
- Art direction on all aspects of the Health in Motion app, the clinician portal, and the Blue Marble Health Co. website
- Laid out 3D scenes and set camera angles for an exercise gym scene with a 3D character in Unity
- Designed UI for exercises, lessons, tests, and other modules to assist patients with conditions including COPD, high fall risk, total knee replacement, and COVID.

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

- Designing, documenting, and pitching over 100 educational games for abcmouse.com and **Adventure Academy**
- Prototyping games for 3rd to 6th graders using Unity
- Overseeing the creation of art assets and code for the games I designed

Unity Engineer | **Emblematic Group** | Summer 2014 - Fall 2014

- Assisted with creation of *Formula 1*, a VR experience commissioned by Standard Chartered Bank
- Modelling and texturing 3D objects and characters, unity 3D asset implement, and scripting of triggered events in C#

Film Production Intern | **Getzels Gordon Productions** | Summer 2013

- Created animations and posters for a kickstarter campaign for the documentary *The Penguin Counters*

3D Art Intern | **Psychic Bunny** | Fall 2012

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

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

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

Animation Intern | **Pixeldust Studios** | Summer 2011/Summer 2010

- Modeled 3D Environments and assets in Maya and zBrush
- Conceptualized visual effects for TV shows including: *The Fabric of the Cosmos* and *Diving for Eden*

Technical Skills

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