

# Tamara Go

Los Angeles, CA  
tamarapgo@gmail.com

Narrative Designer, Cinematic Designer, 3D Layout, Storyboarding  
5+ years of game industry experience with over 20 titles shipped  
<http://tamarago.cansofbeans.com>

## EXPERIENCE

### **Solve HQ – Narrative Designer**

MAY 2020 - PRESENT

Designed branching narrative moments and interactive content in collaboration with a writing team for a live-action game hybrid product, in addition to gameplay editing, design implementation, and environmental layout design. Developed work pipelines on JIRA and Trello to bridge several teams under different time zones into a unified, optimized workforce. Worked closely with many departments, including Post-Production, Pre-Production, Game Design, and Writing.

Project: *Solve: An Interactive Mystery* (iOS, limited worldwide release)

### **The Game Band – Cinematic Designer, Narrative Designer**

NOVEMBER 2018 - MARCH 2020

Directed visual sequences pulled from a basic story outline and oversaw the entire production pipeline in the creation of cinematic cutscenes, implemented by me through a proprietary toolset made for Unity. Collaborated directly with the creative director and made storyboard sketches for animators to ensure transparency through the entire process. Collaborated with art teams in the visual appearance of various puzzle levels to service the overarching story.

Project: *Where Cards Fall* (iOS, Winner of the Apple Design Award 2020)

### **Telltale Games — Lead Cinematic Artist**

MARCH 2015 - SEPTEMBER 2018

Responsible for the cinematography, staging, and level design of various narrative-driven scenes based on existing IP using a proprietary 3D software. Blended together 3D animation, 3D layout, film editing techniques, and video game design into a playable video game sequence. Heavy emphasis on collaboration across different departments and disciplines in a fast-paced deadline oriented environment.

Projects: *Walking Dead: The Final Season* (Cinematic Lead: episode 4), *Batman* (season 1 & 2), *Tales from the Borderlands*, *Game of Thrones*, *Walking Dead: A New Frontier*, *Walking Dead: Michonne*, *Minecraft* (season 1 & 2), *Guardians of the Galaxy*

## SOFTWARE SKILLS

Unity

Autodesk Maya

Autodesk Shotgun

Adobe AfterEffects

Adobe Premiere

JIRA

Trello

Perforce

Plastic

Sourcetree

Notion

## AWARDS

**2018 PRISM Award Finalist** as the creator, writer, and artist of the webcomic *Cans of Beans* (cansofbeans.com), nominated at San Diego Comic Con

## EDUCATION

**Laguna College of Art & Design**  
*Bachelor of Fine Arts, Character Animation*

SEPTEMBER 2009 - MAY 2013