



Tara Langhorne

GAME DESIGNER | ANIMATOR | AUTHOR

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SUMMARY

4.0 GPA graduate from the University of Florida with training in a range of digital fields. Comfortable utilizing both in-person and remote collaborative environments. Passionate about the details, excellence in all work, and creative storytelling, having authored an original fantasy novel, *Rites of the Auralites: The Double-Auraliter*.

SOFTWARE

Game Design / Programming

- Android Studio
- Unity 2D & 3D
- Visual Studio

Adobe

- After Effects
- Audition
- Illustrator
- Lightroom
- Media Encoder
- Photoshop
- Premier Pro
- Premiere Rush
- Substance Painter
- XD

Web Design

- Wix
- WordPress

Other

- Audacity
- GitHub
- Google G Suite
- iWork
- Maya
- Toon Boom Harmony

SKILLS

Programming Languages

- C++
- C#
- Java
- HTML / CSS / JavaScript
- Python
- Ruby

Soft Skills

- Attention to detail
- Communication
- Organization
- Problem Solving

Creative Skills

- 2D & 3D Animation
- Creative Writing
- Dancing & Theatre
- Photography & Image Editing
- Video Editing
- Web Design

EDUCATION

University of Florida, Digital Worlds Institute

- Bachelor of Arts in Digital Arts & Sciences
- 2018-2020 | 4.0 GPA | Summa Cum Laude

Eastern Florida State College

- Associate in Arts
- 2016 - 2018 | 4.0 GPA

HONORS

- University of Florida Honors Thesis Published May 2020
- Poem "How Grace is to Me" Published
 - *The Titan Promethean*, Vol. 1, Issue 2, Summer 2017
- Educational Honor Society Memberships:
 - Golden Key International Honour Society
 - National Society of Leadership & Success
 - Phi Theta Kappa Honor Society
 - The Honor Society of Phi Kappa Phi
 - Tau Sigma National Honor Society

WORK / TEAM EXPERIENCE

Ueshiro Shorin-Ryu Karate Viera Website Design

Sep-Oct 2021 + Updates (Through Jul 2022)

Dancin' Dance Studio Website & Branding Design

Jun 2021 + Updates (Through Present)

- **Tasks:** Website & Logo Redesign, Various Ad & Media Designs, Highlight Reel Video

"Fastlane" 2.5D Unity Game

2020, University of Florida

- **Team Size:** 3 Developers
- **My Roles:** 2D/UI Artist, Programmer

"Gizmo Goes Green" 2D GIF

2020, University of Florida

- **Team Size:** 3 Developers
- **My Role:** Character Puppeting

"Hugs 'n' Haunts" 2D Unity Game

2019, University of Florida

- **Team Size:** 4 Developers
- **My Roles:** Project Leader, Lead Programmer, Level Designer

"G8R Sweep" Android Game

2019, University of Florida

- **Team Size:** 2 Developers
- **My Roles:** GPS & Accelerometer Programmer

"Valley Voyager" Unity Story

2019, University of Florida

- **Team Size:** 7 Developers
- **My Roles:** Project Leader, Lead Story Writer, Lead Programmer

"Spazbots" 3D Unity Game

2019, University of Florida

- **Team Size:** 7 Developers
- **My Roles:** Programmer, 3D Modeler/Animator

"Message of Movement" Short

2019, University of Florida

- **Team Size:** 4 Developers
- **My Roles:** Project Leader, Video Editor