

CURRICULUM VITAE

Tanja Bastamow

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Date of birth: 18.11.1975 Helsinki

I am a digital artist who has been working as a freelancer in digital design, animation, graphic design and post production for film, television and experimental games since 2000. My key areas of interest are finding new visual styles in digital expression, immersive virtual environments, how new technology affects visual storytelling, and integrating digital tools with analog working methods.

I am currently working as the lecturer in digital design methods at Aalto ARTS University's Department of Film, Television and Scenography. In addition to that, I am studying for a PhD, doing research on the performative and aesthetic possibilities of virtual environments.

Education

2017 → Doctoral studies Department of Film, Television and Scenography/ Aalto ARTS University

2005 Master of Arts / Department of Film, Television and Scenography/ University of Art & Design Helsinki

2000 Bachelor of Arts / Department of Film, Television and Scenography / University of Art & Design Helsinki

1994 Finnish Matriculation Exam / Munkkiniemi Co-Educational School

Work history (selected works)

2013 - 2016 ->

Lecturer in digital design methods

Full-time employment, 5 years at Department of Film, Television and Scenography in Aalto ARTS University

Project manager at Aalto University Virtual Cinema Lab

Other projects:

Antroposeeni

VFX and post production artist for augmented reality mobile game

Graphic design and animations for documentaries and commercials

Valmet / Biotalous

Works in progress:

Mirages

Production designer and digital artist in Mirages event cinema project

Mirages is a film with visual design based on animated real-time virtual sets and motion capture

Ego Cure

Post production supervisor for virtual reality cinema project

Ego Cure is an interactive Virtual Reality cinematic experience

Runepeli

Visual and narrative designer for an experimental game concept

2010 - 2012

Lecturer in digital design methods August 2012 - December 2012

Department of Film, Television and Scenography in Aalto ARTS University

Film VFX artist:

Miss Farkku-Suomi / Tähtitaivas talon yllä

Film compositing, virtual sets and 3D animations:

Luonnotar / Georg och Lydia / Varasto

Graphic design, animations and compositing for several commercials and television series:

Valio / Ättä / Ahlsell / Kotipizza

Ravisuora / Kierroksilla / Jopet-show - 6th season

Graphic design, animations and 3D modeling for advertising campaign for Finnair / PickMe / SEK & GREY

Finnair Brand marketing experience

2007- 2009

Teacher in digital design methods

Full time employment, 3 years at Department of Film, Television and Scenography in University of Art & Design Helsinki

Graphic design, animations and compositing for several commercials and television series:

Joulu-Jope 2008-2009 / Jopet-show seasons 3-5 / Ihmisten puolue / Ihmebantu / Suomen Tyypit

Film 2D artist:

Colorado Avenue

Part-time teaching jobs 2006-2013

Various courses : digital sketching, motion graphics, 3D modeling and animation, compositing, virtual set design and VFX
University of Art and Design Helsinki / Aalto ARTS University / Turku University / Metropolia Polytechnic

2004 - 2006

Real-time virtual and digital set design:

Lumottu Lapsi / My madness is my love - the life of Vaclav Nijinsky / Pyslingarna

Graphic design, animations and compositing for several commercials and television series:

Joulu-Jope 2006 / Majakka / Me, myself & I / Jopet DVD / Jopet-show season 2 / GSP / Sydänvuosi 2005

Production design for fictional television series:

Veljet

Graphics and animations for a stadium event broadcast:

World athletics championships 2005

Digital artist for short films:

Keijupuisto / Rispekt / Majakka

Visual design and animations for sets and characters in experimental computer game:

Snowman in Hell

2001- 2004

Graphic designer & animator

Full time employment, 3 years at Avanti Broadcasting Ltd

My tasks included compositing, 3D modeling, animation, virtual set design and graphic design.

1999-2001

Virtual set design for television show:

Telvis awards gala

Scenography for theatre plays and puppet theatre:

Satan i Moskva / Woyzeck / Lintu Sininen

Set design for short films:

Iltasatu / Iisa / Tiikeri

Assistant scenographer and props:

Shirley Valentine / Armoa, ritari Parsifal! / Decamerone

Grants:

2016

Visit Sleep No More - immersive play – 2070€ (T. Bastamow & team) / AVEK

2015

Visit FMX15 – Conference on Animation, Effects, Games and Interactive Media 3000€ (T. Bastamow & team) / Aalto ARTS

2014

Visit Siggraph 2014 Conference 5000 € (T. Bastamow & team) / Aalto ARTS

Arranging Visual expression -workshop Tallinn 1440€ (T. Bastamow & team) / Aalto ARTS

2012

Combining digital and practical effects, research trip to London 1000€ / Aalto ARTS

2011

Brainstorm virtual set design training 3000 € / Aalto ARTS

2010

Visit FMX10 – Conference on Animation, Effects, Games and Interactive Media 1000 € / AVEK

2009

Virtual studio system and virtual set design research trip 1000 € / University of Art and Design Helsinki

2008

International Broadcasting Convention conference trip 500 € / University of Art and Design Helsinki

2007

International Broadcasting Convention conference trip 500 € / University of Art and Design Helsinki

Continuing education, seminars and trips

2017

FMX17 - Conference on Animation, Effects, Games and Interactive Media / Stuttgart, Germany

2016

GEECT Lights Cinema Interaction! Conference on Virtual Reality Cinema / Helsinki, Finland

2015

Awesome Bergman: Interplay between the film and game world conference / Fårö, Sweden

FMX15 – Conference on Animation, Effects, Games and Interactive Media / Stuttgart, Germany

GEECT Best Kept Secrets of Production Design conference / Dublin, Ireland

(+ presenter and panelist in VFX & Production design -panel)

2011 - 2014

CILECT Previsualization conference / Los Angeles, California

Siggraph 2014 -seminar and visit to EA CaptureLab / Vancouver , Canada

Reykjavik International Film Festival professional seminars / Reykjavik, Iceland

Motion capture training II / Lume Media Centre, Aalto ARTS

Motion capture training / Lume Media Centre, Aalto ARTS

Brainstorm virtual studio system training seminar, Javea, Spain

2007 - 2010

Brainstorm virtual studio system training seminar / Lume Media Centre, Aalto ARTS

FMX10 - Conference on Animation, Effects, Games and Interactive Media / Stuttgart, Germany

International Broadcasting Convention conference trip/ Amsterdam, The Netherlands

Geect - Best Kept Secrets of Animation -seminar / Universidade Lusofona, Lissabon, Portugal

FMX 09 - Conference on Animation, Effects, Games and Interactive Media / Stuttgart, Germany

International Broadcasting Convention conference trip/ Amsterdam, The Netherlands

Visit to Pinewood studios / London, England

International Broadcasting Convention conference trip/ Amsterdam, The Netherlands