

Brian Tam

Email: Brian.W.Tam@gmail.com

Portfolio: xinoph.github.io

SKILLS

3D modeling, texturing, rigging, and animation with Maya, Substance, and ZBrush
Game design and asset integration with Unity3D and version control with Git
Digital illustration and concept art with Photoshop
Programming in C++, C#, Python, and PyMEL

EXPERIENCE

Digital Media Academy	<i>Teaching Assistant</i>	Cambridge, MA	Summer 2014
<ul style="list-style-type: none">➤ Taught teenagers production software which included Maya, Mudbox, Photoshop, and Unity3D➤ Gave lectures on topics such as animation pipelines, principles of animation, and model topology			
Xtraterrestrials	<i>Web & Design Lead</i>		2013-2014
<i>A Competitive StarCraft II Team</i>			
<ul style="list-style-type: none">➤ Created and maintained the team's website➤ Designed team images such as stream overlays and various posters			

PROJECTS

Radioland	(game)	<i>3D & Technical Artist</i>	<i>6 Person Team</i>	Fall 2014 – Spring 2015
<i>Unity3D platformer game about a kid's adventure on floating islands to bring radio back to the world.</i> <i>Won second place in the 'Vicarious Visions Student Challenge' in May 2015.</i>				
<ul style="list-style-type: none">➤ Created 5 character models, 7 rigs, animations, environment assets, UI elements, and visual effects➤ Wrotetoon shaders that dictate how light reacts to skin, metal, or cloth in Unity3D's ShaderLab				
Zhu FeiTian	(model)	<i>3D Artist</i>		Fall 2014 – Spring 2015
<i>3D character study towards creating a realistic-style fantasy warrior from ancient China.</i> <i>This piece was shown at the Fulton Street Gallery in Troy, NY from April 22nd-25th.</i>				
<ul style="list-style-type: none">➤ Modeled in Maya and ZBrush➤ Textured using Substance Designer, Substance Painter, and Photoshop➤ Rendered in real-time using Unity3D with Marmoset Skyshop				
Space Doggity	(animation)	<i>2D & 3D Artist</i>		Fall 2014
<i>3D animation about a space corgi's descent onto Earth. Collaboration with another artist.</i>				
<ul style="list-style-type: none">➤ Concepted the corgi character and created storyboards for the animation in Photoshop➤ Modeled and rigged the corgi and modeled the Earth, spaceship, bird, house, and backyard in Maya➤ Animated 5 sequences spanning 1 minute, 15 seconds total using Maya and AfterEffects				
Xin Rig Tool	(tool)	<i>Programmer</i>		Summer 2014
<ul style="list-style-type: none">➤ An automatic rig generating tool for humanoid characters for Maya, developed in PyMEL				
Space Luddites	(game)	<i>3D & Visual Effects Artist</i>	<i>5 Person Team</i>	Spring 2014
<i>Unity3D side-scrolling beat-em-up game about destroying future technologies.</i>				
<ul style="list-style-type: none">➤ Created 3 character models, 6 rigs, animations, and environment assets using Maya and Photoshop➤ Designed visual effects for attacks and environmental changes using C#, Photoshop, and Shuriken				

EDUCATION

Rensselaer Polytechnic Institute	GPA: 3.93	Troy, NY	Graduation: May 2015
Bachelor of Science in Electronic Arts			
Bachelor of Science in Games and Simulation Arts and Sciences			
Minor in Computer Science			