

# Brian Tam

Email: Brian.W.Tam@gmail.com

Portfolio: xinoph.github.io

## EDUCATION

<b>Rensselaer Polytechnic Institute</b>	GPA: 3.93	Troy, NY	Graduated: 2015
Bachelor of Science in Electronic Arts			
Bachelor of Science in Games and Simulation Arts and Sciences			
Minor in Computer Science			

## SKILLS

3D modeling, texturing, rigging, and animation with Maya, ZBrush, and Substance
Game design and asset integration with Unity
Digital illustration and design with Photoshop
Programming in C++, Python, and PyMEL

## PROFESSIONAL EXPERIENCES

<b>Legends of Learning</b>	<i>Contract Game Developer</i>	Nov 2016 – Jan 2017
<ul style="list-style-type: none"><li>➤ Created an educational game targeted towards middle schoolers about lunar phases<ul style="list-style-type: none"><li>○ Crafted a fun and educational narrative for 10 minutes of gameplay</li><li>○ Created using Photoshop, C#, and Unity for WebGL targeting towards desktops and tablets</li></ul></li><li>➤ Learning objectives include the length of a lunar cycle and using models to predict phases of the moon</li></ul>		
<b>Pelly Chang, DMD, PC</b>	<i>Receptionist</i>	Oct 2016 – Present
<ul style="list-style-type: none"><li>➤ Assisted the doctor with tasks that include filing insurance claims, preparing the area and tools for patients, and organizing patients' charts</li><li>➤ Phoned patients to schedule and confirm appointments and other doctor offices for referrals</li></ul>		
<b>Freelance Work</b>		2015 – Present
<ul style="list-style-type: none"><li>➤ Illustration and design work for clients<ul style="list-style-type: none"><li>○ Projects include painted portraits, architectural visualization of a kitchen, and game assets</li></ul></li><li>➤ Tutoring in drawing skills with Photoshop and 3D modeling with Maya</li></ul>		
<b>Digital Media Academy</b>	<i>Teaching Assistant</i>	Cambridge, MA Summer 2014
<ul style="list-style-type: none"><li>➤ Taught teens 5 week-long courses about production software including Maya, Photoshop, and Unity</li><li>➤ Gave lectures on topics such as animation pipelines, principles of animation, and model topology</li></ul>		

## PERSONAL and ACADEMIC PROJECTS

<b>Arcane Library</b>	<b>(environment)</b>	<i>3D Artist</i>	Fall 2016
<i>A library full of mystical artifacts and never-ending spells.</i>			
<ul style="list-style-type: none"><li>➤ Created assets using Maya, Substance Designer, Substance Painter, and Photoshop</li><li>➤ Wrote a particle system shader to create a volumetric nebula</li><li>➤ Rendered in real-time using Unity</li></ul>			
<b>Radioland</b>	<b>(game)</b>	<i>3D &amp; Technical Artist</i>	<i>6 Person Team</i> Fall 2014 – Spring 2015
<i>Unity 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"><li>➤ Created 5 character models, 7 rigs, animations, environment assets, UI elements, and visual effects</li><li>➤ Wrotetoon shaders that dictate how light reacts to skin, metal, or cloth in Unity's ShaderLab</li></ul>			
<b>Zhu FeiTian</b>	<b>(model)</b>	<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 22<sup>nd</sup>-25<sup>th</sup>, 2015.</i>			
<ul style="list-style-type: none"><li>➤ Modeled in Maya and ZBrush. Textured with Substance Designer, Substance Painter, and Photoshop</li><li>➤ Rendered in real-time using Unity with Marmoset Skyshop</li></ul>			