

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
------------------------------	---------------------------	---------------	-------------

- 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

PROJECTS

Radioland	(game)	<i>3D & Technical Artist</i>	Fall 2014 – Spring 2015
------------------	---------------	----------------------------------	-------------------------

*3D platformer game about a kid's adventure on floating islands to bring radio back to the world.
Created in Unity3D on a 6 person team.
Won second place in the 'Vicarious Visions Student Challenge' in May 2015.*

- Created 5 character models, 7 rigs, animations, environment assets, UI elements, and visual effects using Maya and Photoshop
- Wrote toon shaders that dictate how light reacts to different materials such as skin, metal, or cloth in Unity3D's ShaderLab Language
 - Worked closely with artists and programmers to create easy to use, extensible shaders

Zhu FeiTian	(model)	<i>3D Artist</i>	Fall 2014 – Spring 2015
--------------------	----------------	------------------	-------------------------

*3D character study towards creating a realistic-style fantasy warrior from ancient China.
This piece was shown at the Fulton Street Gallery in Troy, NY from April 22nd-25th.*

- 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
----------------------	--------------------	---------------------------	-----------

3D animation about a space corgi's descent onto Earth. Collaboration with another artist.

- Concepted the corgi character and created storyboards for the animation in Photoshop
- Modeled and rigged the corgi and modeled the Earth, a 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
---------------------	---------------	-------------------	-------------

- An automatic rig generating tool for humanoid characters for Maya developed in PyMEL
 - Wrote functions to help with the manual rigging of non-humanoid characters

Space Luddites	(game)	<i>3D & Visual Effects Artist</i>	Spring 2014
-----------------------	---------------	---------------------------------------	-------------

3D beat-em-up game about destroying future technologies. Created in Unity3D on a 5 person team.

- Created 3 character models, 6 rigs, animations, and environment assets using Maya and Photoshop
- Designed and implemented a dozen visual effects for attacks and environmental changes using C#, Photoshop, and Shuriken

EDUCATION

Rensselaer Polytechnic Institute	GPA: 3.92	Troy, NY	Expected Graduation: May 30 th 2015
---	-----------	----------	--

Bachelor of Science in Electronic Arts
Bachelor of Science in Games and Simulation Arts and Sciences
Minor in Computer Science