

Brian Tam

✉ Brian.W.Tam@gmail.com

🌐 xinoph.github.io

EDUCATION

Rensselaer Polytechnic Institute	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

Pelly Chang, DMD, PC	<i>Licensed Dental Assistant / Receptionist</i>	Oct 2016 – Present
<ul style="list-style-type: none">➤ Assist in dental procedures, sterilize instruments, and process and mount X-Rays➤ File insurance claims, organize patients' charts, and phone patients to schedule and confirm appointments and other doctor offices for referrals		
Legends of Learning	<i>Contract Game Developer</i>	Nov 2016 – Jan 2017
<ul style="list-style-type: none">➤ Created an educational game targeted towards middle schoolers about lunar phases<ul style="list-style-type: none">◦ Crafted a fun and educational narrative for 10 minutes of gameplay◦ Created using Photoshop, C#, and Unity for desktops and tablets➤ Learning objectives include the length of a lunar cycle, using models to predict phases of the moon, and the apparent motion of celestial objects		
Freelance Work	<i>Artist / Teacher</i>	2015 – Present
<ul style="list-style-type: none">➤ Illustration and design work for clients which include painted portraits, architectural visualization of a kitchen, and game assets➤ Tutoring adults in drawing skills with Photoshop and 3D modeling with Maya		
Digital Media Academy	<i>Teaching Assistant</i>	Cambridge, MA Summer 2014
<ul style="list-style-type: none">➤ Taught teens in 5 week-long courses about production software including Maya, Photoshop, & Unity➤ Gave lectures on topics such as animation pipelines, principles of animation, and model topology➤ Each student ended the course with their own personal conceptualized and modeled character		

PERSONAL and ACADEMIC PROJECTS

Arcane Library	(environment)	<i>3D Artist</i>	Fall 2016
<ul style="list-style-type: none">➤ Created assets for a magical library such as books, furniture, spell ingredients, and magic vfx➤ Wrote a particle system shader to create a volumetric animated nebula➤ Tools: Unity, Maya, Substance, Photoshop			
Radioland	(game)	<i>3D & 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">➤ Created 5 character models, 7 rigs, animations, environment assets, UI elements, and visual effects➤ Wrotetoon shaders that dictate how lights and shadows react to skin, metal, or cloth➤ Tools: Unity, Maya, Photoshop			
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, 2015.</i>			
<ul style="list-style-type: none">➤ Researched and iterated concept & model designs to fit the chosen time period with mix of mythology➤ Tools: Unity, Maya, ZBrush, Substance, Photoshop			