

# Brian Tam

Email: Brian.W.Tam@gmail.com

Portfolio: xinoph.github.io

## SKILLS

3D modeling, texturing, rigging, and animation with Maya, Substance, and ZBrush

Programming in C++, C#, Python, and PyMEL

Digital illustration and concept art with Photoshop

Game design and asset integration with Unity3D and version control with Git

## EXPERIENCE

<b>Digital Media Academy</b>	<i>Teaching Assistant</i>	Cambridge, MA	Summer 2014
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- 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

<b>Radioland</b>	<b>(game)</b>	<i>3D &amp; Technical Artist</i>	<i>6 Person Team</i>	Fall 2014 – Spring 2015
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*Unity3D platformer game about a kid's adventure on floating islands to bring radio back to the world.*

*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
- Wrote toon shaders that dictate how light reacts to skin, metal, or cloth in Unity3D's ShaderLab

<b>Zhu FeiTian</b>	<b>(model)</b>	<i>3D Artist</i>		Fall 2014 – Spring 2015
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*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 22<sup>nd</sup>-25<sup>th</sup>.*

- Modeled in Maya and ZBrush
- Textured using Substance Designer, Substance Painter, and Photoshop
- Rendered in real-time using Unity3D with Marmoset Skyshop

<b>Xin Particle Mesher</b>	<b>(tool)</b>	<i>Programmer</i>		Spring 2015
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- A tool for generating meshes used for vertex-based particle effects for Maya, developed in PyMEL

<b>Space Doggity</b>	<b>(animation)</b>	<i>2D &amp; 3D Artist</i>		Fall 2014
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*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, spaceship, bird, house, and backyard in Maya
- Animated 5 sequences spanning 1 minute, 15 seconds total using Maya and AfterEffects

<b>Xin Rig Tool</b>	<b>(tool)</b>	<i>Programmer</i>		Summer 2014
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- An automatic rig generating tool for humanoid characters for Maya, developed in PyMEL

<b>Space Luddites</b>	<b>(game)</b>	<i>3D &amp; Visual Effects Artist</i>	<i>5 Person Team</i>	Spring 2014
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*Unity3D side-scrolling beat-em-up game about destroying future technologies.*

- 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

<b>SplineIK System</b>	<b>(tool)</b>	<i>Programmer</i>		Spring 2014
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- An inverse kinematic system which uses splines to resolve joint locations for Unity3D, developed in C#

## EDUCATION

<b>Rensselaer Polytechnic Institute</b>	GPA: 3.93	Troy, NY	Graduat: May 2015
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Bachelor of Science in Electronic Arts

Bachelor of Science in Games and Simulation Arts and Sciences

Minor in Computer Science