

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

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			

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➤ Wrote toon 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				
Xin Particle Mesher	(tool)	<i>Programmer</i>		Spring 2015
<ul style="list-style-type: none">➤ A tool for generating meshes used for vertex-based particle effects for Maya, developed in PyMEL				
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				
SplineIK System	(tool)	<i>Programmer</i>		Spring 2014
<ul style="list-style-type: none">➤ An inverse kinematic system which uses splines to resolve joint locations for Unity3D, developed in C#				

EDUCATION

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