Brian Tam

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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 rendering with 3Ds Max, VRay, Maya, ZBrush, and Substance
Game design and asset integration with Unity
Digital illustration and design with Photoshop
Programming in C++, Python, PyMEL, and MaxScript

PROFESSIONAL EXPERIENCES

Wayfair, Inc.   *3D Visualization Artist*   Feb 2018 – Present
- ➤ Render product photography according to brand & Wayfair standards using 3ds Max and VRay
- ➤ Create tools & scripts in MaxScript to improve efficiency across the team
- ➤ Fix proprietary models & materials to achieve better photorealism

Pelly Chang, DMD, PC   *Licensed Dental Assistant / Receptionist*   Oct 2016 – Feb 2018
- ➤ Assist in dental procedures, sterilize instruments, and process and mount X-Rays
- ➤ File insurance claims, organize patients' charts, and phone patients and other doctors' offices about scheduling, confirmation of appointments, and specialist referrals

Legends of Learning   *Contract Game Developer*   Nov 2016 – Jan 2017
- ➤ Created an educational game targeted towards middle schoolers about the lunar phases
  - o Crafted a fun and educational narrative for 15 minutes of gameplay
  - o 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   *Artist / Teacher*   2015 – 2017
- ➤ 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

PERSONAL and ACADEMIC PROJECTS

Arcane Library   (environment) *3D Artist*   Fall 2016
- ➤ 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) *3D & Technical Artist*   *6 Person Team*   Fall 2014 – Spring 2015
Unity 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 lights and shadows react to skin, metal, or cloth
- ➤ Tools: Unity, Maya, Photoshop

Zhu FeiTian   (model) *3D Artist*   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, 2015.
- ➤ Researched and iterated concept & model designs to fit the chosen time period with mix of mythology
- ➤ Tools: Unity, Maya, ZBrush, Substance, Photoshop