

Brian Tam

<http://xinoph.github.io/>

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SKILLS

3D modeling, texturing, rigging, and animation with Maya, Substance, and zBrush
Game design and asset integration with Unity3D
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
<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>	Fall 2014
<i>3D platformer game about a kid's adventure on floating islands. Created in Unity3D on a 6 person team.</i>			
<ul style="list-style-type: none">• Created 5 character models, 6 rigs, animations, environment assets, and visual effects<ul style="list-style-type: none">◦ Used Maya and Photoshop• Wrote toon shaders that dictate how light reacts to different materials such as skin, metal, or cloth<ul style="list-style-type: none">◦ Worked closely with artists and programmers to create easy to use, extensive shaders◦ Developed in Unity3D's ShaderLab language			
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• Modeled and rigged the corgi and modeled the Earth, a spaceship, bird, house, and backyard<ul style="list-style-type: none">◦ Used Maya• Animated 5 sequences spanning 1 minute, 15 seconds total<ul style="list-style-type: none">◦ Used 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<ul style="list-style-type: none">◦ Wrote functions to help with the manual rigging of non-humanoid characters◦ Developed in PyMel			
Space Luddites	(game)	<i>3D & Visual Effects Artist</i>	Spring 2014
<i>3D beat-em-up game about destroying future technologies. Created in Unity3D on a 5 person team.</i>			
<ul style="list-style-type: none">• Created 3 character models, 6 rigs, animations, and environment assets<ul style="list-style-type: none">◦ Used Maya and Photoshop• Designed and implemented a dozen visual effects for attacks and environmental changes<ul style="list-style-type: none">◦ Used C#, Photoshop, and Shuriken			
SplineIK System	(tool)	<i>Programmer</i>	Spring 2014
<ul style="list-style-type: none">• An inverse kinematic system for Unity3D that uses splines to determine joint locations<ul style="list-style-type: none">◦ Developed in C#			
Motherly Instinct	(game)	<i>2D Artist</i>	Fall 2012
<i>2D arcade game about a spider protecting her eggs. Created using Pygame on a 3 person team.</i>			
<ul style="list-style-type: none">• Used Photoshop to create spider, eggs, and ant sprites, animations, and UI elements• Placed first in school-wide 24 hour game jam			

EDUCATION

Rensselaer Polytechnic Institute	GPA: 3.92	Troy, NY	Expected Graduation: May 2015
Bachelor of Science in Games and Simulations Arts and Sciences			
Bachelor of Science in Electronic Arts			