Brian Tam

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Portfolio: 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 and Substance

Game design and asset integration with Unity

Digital illustration and design with Photoshop

Programming in C++, Python, and PyMEL

PROFESSIONAL EXPERIENCES

Legends of Learning   *Contract Game Developer*   Nov 2016 – Jan 2017

➢ Created an educational game targeted towards middle schoolers about lunar phases
  o Crafted a fun and educational narrative for 10 minutes of gameplay
  o Created using Photoshop, C#, and Unity for WebGL targeting towards desktops and tablets
➢ Learning objectives include the length of a lunar cycle and using models to predict phases of the moon

Pelly Chang, DMD, PC   *Receptionist*   Oct 2016 – Present

➢ Assisted the doctor with tasks that include filing insurance claims, preparing the area and tools for patients, and organizing patients' charts
➢ Phoned patients to schedule and confirm appointments and other doctor offices for referrals

Freelance Work   2015 – Present

➢ Illustration and design work for clients
  o Projects include painted portraits, architectural visualization of a kitchen, and simple game assets
➢ Tutoring in drawing skills with Photoshop and 3D modeling with Maya

Digital Media Academy   *Teaching Assistant*   Cambridge, MA   Summer 2014

➢ Taught teens 5 week-long courses about production software including Maya, Photoshop, and Unity
➢ Gave lectures on topics such as animation pipelines, principles of animation, and model topology

PERSONAL and ACADEMIC PROJECTS

Arcane Library   **(environment)** *3D Artist*   Fall 2016

A library full of mystical artifacts and never-ending spells.

➢ Created assets using Maya, Substance Designer, Substance Painter, and Photoshop
➢ Wrote a particle system shader to create a volumetric nebula
➢ Rendered in real-time using Unity

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 light reacts to skin, metal, or cloth in Unity's ShaderLab

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.

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