# Brian Tam

Email: Brian.W.Tam@gmail.com
Portfolio: xinoph.github.io

## 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

## 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

**Freelance Work** 2015-Present

- Illustration and design work for clients

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

- 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)** *3D & Technical Artist* *6 Person Team* Fall 2014 – Spring 2015

*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

**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.*

- 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)** *Programmer* Spring 2015

- A tool for generating meshes used for vertex-based particle effects for Maya, developed in PyMEL

**Space Doggity (animation)** *2D & 3D Artist* Fall 2014

*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

**Xin Rig Tool (tool)** *Programmer* Summer 2014

- An automatic rig generating tool for humanoid characters for Maya, developed in PyMEL

**Space Luddites (game)** *3D & Visual Effects Artist* *5 Person Team* Spring 2014

*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

**SplineIK System (tool)** Programmer Spring 2014

- An inverse kinematic system which uses splines to resolve joint locations for Unity3D, developed in C#