Brian Tam

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👓 xinoph.github.io/wayfairportfolio

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

Digital Media Academy   *Teaching Assistant*   Cambridge, MA   Summer 2014
➢ Taught teens in 5 week-long courses about production software including Maya, Photoshop, & Unity
➢ Gave lectures on topics such as animation pipelines, principles of animation, and model topology
➢ Each student ended the course with their own personal concepted and modeled character

MAXScript PROJECTS

Rug Assistant
➢ The Rug Assistant is an Artist Toolkit script that helps generate realistic rugs
➢ It has 3 main components
  ▪ Binding generation with different shape options
  ▪ Noise variation with standardized settings
  ▪ Fur generation from presets

BTam Macros
➢ These are a set of toolbar buttons that can speed up an artist's workflow. Macros include
  ▪ Create a window light with appropriate light settings and window properties
  ▪ Create a white/black card with appropriate render properties
  ▪ Create a targeted plane light at the sun's location, which is helpful for tight, indoor shots