

# Brian Tam

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🌐 xinoph.github.io/wayfairportfolio

## PROFESSIONAL EXPERIENCES

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|--|---|------------------------------|
| <b>Wayfair, Inc.</b>   | <i>3D Visualization Artist</i>                  | Feb 2018 – Present           |
| <ul style="list-style-type: none"><li>➤ Render product photography according to brand &amp; Wayfair standards using 3ds Max and V-Ray</li><li>➤ Write tools &amp; scripts in MAXScript to improve efficiency across the team</li><li>➤ Create test &amp; comparison images of different rendering methods for Custom Upholstery</li><li>➤ Fix proprietary models &amp; materials to achieve better photorealism</li></ul>  |   |                              |
| <b>Pelly Chang, DMD, PC</b>  | <i>Licensed Dental Assistant / Receptionist</i> | Oct 2016 – Feb 2018          |
| <ul style="list-style-type: none"><li>➤ Assist in dental procedures, sterilize instruments, and process and mount X-Rays</li><li>➤ File insurance claims, organize patients' charts, and phone patients and other doctors' offices about scheduling, confirmation of appointments, and specialist referrals</li></ul>  |   |                              |
| <b>Legends of Learning</b>   | <i>Contract Game Developer</i>                  | Nov 2016 – Jan 2017          |
| <ul style="list-style-type: none"><li>➤ Created an educational game targeted towards middle schoolers about the lunar phases<ul style="list-style-type: none"><li>○ Crafted a fun and educational narrative for 15 minutes of gameplay</li><li>○ Created using Photoshop, C#, and Unity for desktops and tablets</li></ul></li><li>➤ Learning objectives include the length of a lunar cycle, using models to predict phases of the moon, and the apparent motion of celestial objects</li></ul> |   |                              |
| <b>Freelance Work</b>  | <i>Artist / Teacher</i>                         | 2015 – 2017                  |
| <ul style="list-style-type: none"><li>➤ Illustration and design work for clients which include painted portraits, architectural visualization of a kitchen, and game assets</li><li>➤ Tutoring adults in drawing skills with Photoshop and 3D modeling with Maya</li></ul>   |   |                              |
| <b>Digital Media Academy</b>   | <i>Teaching Assistant</i>                       | Cambridge, MA<br>Summer 2014 |
| <ul style="list-style-type: none"><li>➤ Taught teens in 5 week-long courses about production software including Maya, Photoshop, &amp; Unity</li><li>➤ Gave lectures on topics such as animation pipelines, principles of animation, and model topology</li><li>➤ Each student ended the course with their own personal conceptualized and modeled character</li></ul>   |   |                              |

## SKILLS



## 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

## EDUCATION

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|---|-----------|----------|-----------------|
| <b>Rensselaer Polytechnic Institute</b>                       | 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                                     |           |          |                 |