ANGEL LAM

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Work Experience

Activision Blizzard - Microsoft XBox Game Studios
Los Angeles CA, USA
Software Engineer (Central Studio)
July 2023 – Present

- Collaborated with R&D engineers and technical artists to integrate cutting-edge techniques, including machine learning solutions, into production pipeline to reduce reliance on third party vendors, enable higher-fidelity captures and reduce manual work.
- Developed automation tools for data processing and delivery (Aspera API) for motion capture (FBX SDK, Vicon Shogun, MotionBuilder), photogrammetry (Reality Capture), and Light Stage facial scans (Metashape). These tools doubled our operational capacity while maintaining delivery speed, enabling support for over five Microsoft developers on AAA franchises such as Call of Duty.
- Developed a Python tool to automate timesheet and call sheet creation, reducing manual overhead for producers. Integrated Monday.com into internal pipelines to streamline progress tracking across all services, and designed a solution enabling stakeholders to monitor project status via SharePoint and Excel.

The Monk Studio
Bangkok, Thailand
Pipeline Technical Director
August 2019 – 2023

- Built a PyQt + SQL tool that established the studio's 2D pipeline, streamlining workflows across 5 departments and 120 artists. Reduced manual tasks, improved cross-functional communication, optimized server space usage, and enforced consistent asset quality.
- Automated tasks in Toon Boom Harmony, Maya, and RV through custom scripts, saving artists hours per week and reducing errors. Improved the production tracking website to streamline pipeline visibility.

Nickelodeon
Los Angeles CA, USA
Animation Engineer
June 2018 – 2019

- Created archiving and delivery ingest tools that integrated with the studio pipeline, allowing multiple departments to access and repurpose archived assets for future shows.

Education

Purdue University
West Lafayette IN, USA
Masters of Science – Computer Graphics Technology (GPA: 4.0)
August 2021 – June 2023

Relevant Courses: Advanced Computer Graphics, Advance Real-Time Computer Graphics, Compute Shader, Linear Algebra, AI in Graphics, Deep Learning, Games Development

Graduate Research Assistantship

- Prototyped real-time device-level protection in Android Studio to detect flashing for users with epilepsy.
- Created AI-driven emotionally intelligent avatars for STEM education videos

Rhode Island School of Design
Providence RI, USA
Bachelors of Fine Arts – Film Animation and Video, Concentration in Computation (GPA: 3.78)
August 2014 – June 2018

Relevant Courses: Object-Oriented Programming, Data Structure and Algorithms

Skills

Language:	Python, C++, HTML, CSS, Javascript
Frameworks/Libraries:	OpenGL, PyTorch, Qt/PyQt, FFMPEG, FBX-SDK, SQL
Tools:	Git, Jira, Perforce
Games/Animation:	Autodesk Maya, Adobe Creative Suite, Unreal, Houdini, Toonboom Harmony, Metashape
Interests:	Ultimate frisbee, Thai boxing, Tennis, Ice-cream, Chocolate

Volunteer Experience

STEM Advantage   Mentor
January 2024 – Present
Provided career guidance for first generation STEM students.

ACM SIGGRAPH   Team Leader, SV Production, XSV, Student Volunteer
July 2019 – Present
Served in many roles for a computer graphics conference with over 14,000 international attendees – managed and trained volunteers for different venues, operated cameras and edited daily promotional videos with over 10k views, and collaborated with industry leaders to deliver panels showcasing behind-the-scenes work.