

RAYMOND LAM

Designer

asukabaka.github.io
raymond.lam@sjsu.edu

Phone
650.215.3453

Work

Front-End Web Developer

San Jose State University, Department of Art and Art History (2020 - Present)

Resolved integration of social media feeds to website in an elegant fashion. Work included visual sketches and iterations of different solutions from a UI/UX and aesthetic standpoint for final application as HTML/CSS/Javascript code.

Concept Artist

New Art City (2020 - Present)

Concept artist for New Art City, a web based 3D venue and platform. Tasks include a focus on research, experimentation, and mock ups/previsualization of UI/UX for interacting with 3D models in web based user experiences.

Illustrator / Visual Designer

Freelance (2015 - Present)

Cyberpunk illustrations for skateboard and apparel companies feature exploration of contrasts of grayscale/color, traditional/high-tech, flesh/prosthetics. They demonstrate technical skill in illustration and graphic design.

Graphic design for notable companies including Alain Pinel Realtors. Experience with tight turn arounds and resolving design challenges with adherence to company rulebooks.

Digital Designer

Wall of Song Project (2020 - Present)

Multi-disciplinary art project promoting Womxn's equality in sport. Tasks include collaborative web design in HTML/CSS/JS/Wordpress, video editing and creation of motion graphics for social media.

Education

BFA - Concentration in Digital Media Art

San Jose State University (2018 - 2021)

GPA: 3.81, President's Scholar - 2020, Dean's Scholar - 2018, 2019, Phi Kappa Phi Honors Society

AA - Graphic and Interactive Design

Foothill College (2014 - 2016)

GPA: 3.78, Honor's Scholar, Dean's Scholar - 2014, 2015, Magna Cum Laude

Features

Invited Guest Lecturer

San Jose State University, Department of Art and Art History (2020 - Present)

Guest lecturer for the BFA Digital Media Arts program. Lectures focuses on career skills like self learning, case studies of portfolios on digital platforms, and integration of art and code for immersive web based experiences.

Mentor and Committee Member

CADRE Mentorship Organization (2020 - Present)

Academic mentorship program to empower next generation of artists and designers intent on career tracks. Mentors engage in activities such as hosting workshops and peer to peer mentoring to practice career skills like networking, interviewing, and resume building.

Skills

Responsive Web Design
UI/UX
Motion Graphics
Graphic Design

Photoshop
Maya
After Effects
Figma/Sketch

Teamwork
Communication
Critical Analysis
Iterative Design