

Daniel Lam

PREVIZ | LAYOUT ARTIST

|P • (415)509-1279 |E • Dann.lam@gmail.com |A • 411 S Catalina St, Los Angeles, CA

EXPERIENCE:

- **BLUR STUDIOS** - Culver City, CA (July 2017 – October 2018)
 - • Sonnie's Edge – Love, Death & Robots
 - Camera Layout | Character Animation + Mocap | Layout Asset Rigging/Texturing/Modeling
 - • Suits – Love, Death & Robots
 - Camera Layout | Character Animations | Layout Asset Rigging/Texturing
 - • Shape Shifters – Love, Death & Robots
 - Camera Layout | Vehicle Animations/Rigging/Texturing/Simulation | Lighting
 - • League of Legends: Odyssey
 - Camera Layout/Blocking | Layout Environments/Props/Texturing | Lighting
 - • Goldfish TV Advertisements
 - Camera Layout/Blocking | Character Animation | Environments/Texturing | Simulations
 - • Terminator: Dark Fate
 - Camera Layout/Blocking | Character Animation/Mocap | Environment Texturing | Simulations
 - • Unannounced Movie Previz A
 - Camera Layout/Blocking | Character Animation | Environment Texturing / Modeling
- **THE THIRD FLOOR INC** – Los Angeles, CA (June 2019 – December 2019)
 - • Unannounced TV Previz A
 - Camera Layout | Character Animation | Lighting
 - • Unannounced Movie Previz B
 - Camera Layout | Character Animation | Lighting
 - • Unannounced TV Previz B
 - Camera Layout | Character Animation | Lighting
 - • Unannounced Movie Previz C
 - Camera Tracking | Character Rotoscoping / Compositing
 - • Unannounced Movie Previz D
 - Camera Layout | Character/Vehicle Animation | Lighting

SOFTWARE:

3DSMax • Maya • Motionbuilder
Adobe Photoshop • Substance Painter • Adobe After Effects
Unreal Engine 4 • Unity • Source Engine
Sony Vegas • Adobe Premiere • Reaper

SKILLS:

Character Animation – Keyframe + Motion Capture
Previz Camera Animation / Blocking
Previz Assets Creation/Prep – Props/Environments//Rigging/Texturing/Lighting/Environments
Previz Effects – Vehicle/Cloth/Explosion/CardFX
Postviz – Tracking shots / Rotoscoping / Compositing 3D Elements

EDUCATION:

University of Rhode Island – Kingston, RI - Film Media BA.

OTHER:// References upon request.