

David Huynh Lam

UX Designer | Photographer | 3D Technical Artist

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 @lammerpants



Current
10. 2013

The Startup Institute of New York New York, NY

UX Designer/Front-end Development

Partner Startup: Reelio Labs

Accepted into a skill set acceleration program to develop interaction solutions for startups in New York City, with official training in UX design, HTML5, CSS, and javascript/jQuery. Throughout the length of our two month curriculum, my primary duty is to help create user-interviews and mockup user flow/UX prototypes for a beta interface at Reelio Labs.

06. 2013
06. 2012

Blue Sky Studios, 20th Century Fox Greenwich, CT

Assembly Technical Director

Feature Films: "Epic" | "Rio 2"

Deployed aesthetic/technical 3D set dressing for animated feature films in a hybrid Maya/Linux environment. Duties included render script debugging and automation in proprietary studio language and Python, optimizing renders for time efficiency, and aesthetic/technical support for all CG departments through the concept of "set ownership" until final film delivery.

08. 2012
06. 2007

Lucasfilm Animation, Lucasfilm, Ltd. San Francisco, CA

Associate Technical Director

Animated Series: "Star Wars: The Clone Wars"

2013 Emmy Award Winner for Outstanding Special Class Animated Program

Asset management and aesthetic/technical support of an ongoing animated series, helping write and maintain Python scripts to improve the efficiency of cross-studio asset sharing and pipeline development. Duties included maintaining, QC'ing, and repairing digital set, prop, and character assets shared across facilities located in Singapore, China, Taiwan, Japan, and Northern California, performing duties of 3D artist as required.

02. 2007
08. 2004

The Orphanage VFX Studios San Francisco, CA

Assistant Technical Director

Feature Films: "Superman Returns" | "Fantastic Four II" | "Hellboy" | "Pirates of the Caribbean II & III" | "Sin City" | "Harry Potter and the Goblet of Fire"

Troubleshoot render farm issues and monitored diskspace loads to maintain structural integrity in a small VFX house, prioritizing conflicting render demands to meet production deadlines as well as writing Python command-line tools to improve interaction with the RUSH render queue interface and conducting FTP transfers.



UC Berkeley

Berkeley, CA

BA | Cognitive Science

Minor | Practice of Art



Languages

Python

HTML5

CSS

Javascript/jQuery

Actionscript

Software

Maya

Balsamiq

Photoshop

Illustrator

Lightroom

Flash

After Effects

Linux

Windows

OSX



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