

David Huynh Lam

UX Designer | Photographer | 3D Technical Artist

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 <https://vimeo.com/73508296>

 @lammerpants



12. 2013 **The Startup Institute of New York** New York, NY
10. 2013 **UX Designer/Frontend 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 the program, the curriculum involved conducting user-interviews and creating user flow/UX prototypes for a beta interface at Reelio Labs.

06. 2013 **Blue Sky Studios, 20th Century Fox** Greenwich, CT
06. 2012 **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 technical/aesthetic support for all CG departments through the concept of "set ownership" until final film delivery.

08. 2012 **Lucasfilm Animation, Lucasfilm, Ltd.** San Francisco, CA
06. 2007 **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 **The Orphanage VFX Studios** San Francisco, CA
08. 2004 **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 renderfarm-related issues and monitored disk space 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	Flash
Photoshop	Shake
Lightroom	Linux
Illustrator	Windows
After Effects	OSX



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