

# 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/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 our 2 month curriculum, my primary duty involves helping create user interviews, user flows, and UX wireframe 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 Flash

Photoshop Shake

Lightroom Linux

Illustrator Windows

After Effects OSX



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