David Huynh Lam
UX Designer | Photographer | 3D Technical Artist

http://linkedin.com/in/davidhlam
www.dhlamphotography.com
http://vimeo.com/80952034
@lammerpants

NAME / WEB INFO

EMPLOYMENT

12. 2013
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 curriculum, I led a cross-functional team to conduct user interviews and create user flows/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 native 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"
Troubleshot 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.

EDUCATION / SKILLS

UC Berkeley
Berkeley, CA

BA | Cognitive Science
Minor | Practice of Art

Languages
Python
HTML5
CSS
Javascript/jQuery
Actionscript

Software
Maya	Flash
Balsamiq	After Effects
Photoshop	Linux
Illustrator	Windows
Lightroom	OSX

CONTACTS / ADDRESS

714.313.6400
dave@dhlamphotography.com

273 Bennet Ave., Apt. 3G
New York, NY 10040