

DANIEL LAM

3D Animator

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I specialize in the world of 2D and 3D animation, storytelling and concept development, illustration and character design, modeling, lighting and texture. I have been learning to perform as a 3D generalist, and I have an intricate understanding of the entire animation pipeline. The projects listed below have been fully directed and created by me (from storyline to animation). The tools I used for these projects are listed under **Skills**.

I am currently looking for opportunities for collaboration, whether contract or full time.

Skills

Lighting, cinematography, layout and set dressing

3D Programs: 3DS Max, Maya, Motion Builder

Game Engines: Source, Unreal, Unity

Audio: Reaper

Post Production: Premier + After Effects

Misc: Motion Capture, Facial Animation Cleanup, Kitbashing, Linux/Bash
Crowd Simulations and Vehicle Simulations

Education

University of Rhode Island

BA Animation Production / Film Media

Portfolio

Radio Free: Vilas Trailer – January 2017

https://www.youtube.com/watch?v=KScVlrUrI_E

Midnight Animal – Dec 2016

<https://www.youtube.com/watch?v=n14Xxukd8Os>

Cyber Blues – April 2016

<https://www.youtube.com/watch?v=u3BBxUteZkM>

Geofront – April 2016

<https://www.youtube.com/watch?v=-vEJBBZQKh0>

More projects listed on my website.