**dann.lam@gmail.com**

**(480) 509-1279**

**youtube.com/dannylammy**

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.