

TIEN TAM

3D GENERALIST - GAME DESIGNER

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TienTam.com

Game Design Blog

3D Generalist and Game Designer with a focus on creating engaging content. Excels at cross-disciplinary collaboration to create, implement, and deliver optimized game assets. Comprehensive understanding of game pipelines as a Game Designer and 3D Artist. Experienced with mobile and multi-platforms development.

SKILLS

Design

- Prefab creation
- Blockmesh layout
- Content implementation
- Refine gameplay mechanics
- 3D optimization
- Worldbuilding

Software

- Unity
- Jira
- Excel
- Photoshop
- Maya
- 3ds Max
- Headus UV layout
- After Effects

EXPERIENCE

Game Designer - Glu Mobile (2015-present) - Unannounced Game

- Rapid prototype of core gameplay mechanics
- Level design and implementation
- Interactive mockups and look dev

Game Designer - Zynga (2014-2015) - Castleville Legends

- Created story, events, and quests for bimonthly releases
- Analyzed and balanced reward drops
- Designed, pitched, and implemented new gameplay features and systems

Motion Graphics Artist - PMG (2013-2014) - Video Commercials

- Modeled and textured cell phones
- Composited 3D models for commercial videos

Motion Graphics Artist - Convergence Training (2011-2013) - 3D Training Material

- Modeled and textured mechanical environments and vehicles
- Composited 3D renders for training videos

3D Artist - SuperGenius (2010) - Marvel Super Hero Squad

- Modeled and textured props
- Adhered to art lead critiques and revisions

QA, 3D Artist - Liquid Development (2007-2009) - The Beatles Rockband, Warhawk

- Imported and tested textures in game engine
- Created LOD and collision models for buildings and props

EDUCATION

The Art Institute of Portland (2005-2008) - Bachelor of Science Game Art & Design