

CURRICULUM VITAE

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EDUCATION BACKGROUND

<u>School / College</u>	<u>Year</u>	<u>Qualification Obtained</u>
The One Academy (OACD)	1994 - 1997	Diploma in Illustration Certificate in Computer Graphic
WIGAN & LEIGH COLLEGE Engineering	1992 - 1993	Certificate in Electrical & Electronic
Sekolah Menengah Datok Lokman	1985 - 1991	SPM
Sekolah Rendah Kebangsaan Tsun Jin	1978 - 1984	SRP

EMPLOYMENT RECORD

- 1) Employer : Sanderson Design Group Sdn Bhd
- Position : Creative Designer
- Period of Service : April 2017 to Present
- Responsibilities : Assist Director in Planning Strategies & Execution Produce image in Theme Outlook façade & Landscape Design.
- Travelling Meetings and taken Briefing from Client
- Dealing with Vendor and Meet Expectation Budget.
- Self-motivated and able to multi-task executive the full scope of production, from concept to video end-product.
- Able to interpret construction and engineering drawings.
- Provide technical problem solving to own team.
- Modeling, Texture, UV, Lighting, Vray Rendering, Camera Setting, Rigging, Animation (Interior, Exterior, Vehicle, Character)
- Software : 3D - 3d Max, AutoCAD, Lumion 3D, Unity 3D
2D - Photoshop CS5, AferEffect CS5, Microsoft Word,
Analog - Pencil Sketch
- Project : MAPS (Movie Animation Park Studio), Wuxi Wanda Ocean Park,Dalat Love Valley, Doc Let Theme Park, Cyberview,
- 2) Employer : Adios Technology
- Position : Senior 3D CGI
- Period of Service : July 2014 to Mac 2017
- Responsibilities : Level of Design & Concept Art for Mobile Games
- Overseeing daily operation of the project.
Planning and Scheduling.
- Provide technical troubleshooting Solution to artist.
- Develop Augment Reality 3D Visual in Android Platform
(Ext : samsung,oppo, huawei, xiaomi device)
- Modeling, Texture, UV, Lighting, Vray & Mental Ray Rendering,
Camera Setting, Rigging, Animation (Interior, Exterior, Character)
- Software : 3D - 3d Max, Maya, Zbrush, Unity 3D, Augment Reality
2D - Photoshop CS5, AferEffectCS5, Basic Java & C#
Analog - Pencil Sketch
- Design Skill : Character Design, Product Design & Environments Design
- Client : Glomac, Renowaja, Astro (ManaNaga app)

- 2) Employer : Game Brains Sdn Bhd
Position : Character Modeler
Period of Service : Aug 2006 to Jun 2014
Responsibilities : Low Poly Modeling - Character, Vehicle, Weapon, Prop, environment
Texturing - UV Unwrap mapping, Texture Paint
Rigging - Biped Rig, CAT
Animation - Character Looping Animation
Software : 3D - 3d Max 8,
- Games Engine (Ofusion)
- Games Physics (Hayok)
2D - Photoshop CS, AfterEffect 6
Project : Low poly cartoony Character for Nintendo Wii, DS & PS2 (Hanna-Barbera)
- 3) Employer : John Galt Games Sdn Bhd
Position : Senior 3D Modeler
Period of Service : Jan 2005 to July 2006
Responsibilities : Low Poly Modeling - Character, Vehicle, Weapon,
Prop, environment
Texturing - UV Unwrap mapping, Texture Paint
Physics (Hayok) - Troublem Shooting Games Engine
Software : 3D - 3d Max 8,
- Games Engine (Ofusion)
- Games Physics (Hayok)
2D - Photoshop CS, AfterEffect 6
Project : On-Line Games Racing Car.
: Carnival On-Line Mini Games.
: Bottle-Busters Deluxe (shipped titles)
- 4) Employer : Persistence of Vision Sdn Bhd
Position : 3D Animator
Period of Service : May 1998 to Dec 2004
Responsibilities : Concept Design - Character, mechanism, Vehicle, Weapon, Prop
Hi Poly Modeling - Character, mechanism, Vehicle, Weapon, Prop,
Environment
Texturing - UV mapping
Rigging - FK/IK Rig, Facial Rig, Stretchy, Skinning, Blend
Shape
Animation - Character, mechanism, Vehicle
Software : 3D - Maya 7
2D - Photoshop CS, AfterEffect CS, Combustion
Client : "Higgly Town Hero" A tele series for Kids from Walt Disney(Wild Brain).
: "Hoojaa House" A tele series for children from Image Books U.K.
: " Snapper " A tele series for children from Foothill Entertainment Inc(USA).
: "Green Lantern" A teaser for Warner Bros.
: "Microbe Patrol" MDEC Animation Pitch IP

CAREER OBJECTIVE

Position as Senior CGI in the CG Industry

Computer Software Skill :

- 3D : 3D Studio Max, Vray, Maya, Unity 3D
- 2D : Adobe Photoshop CS4, AfterEffect, Illustrator, Microsoft Word.

Concept Design Skill :

- Level Games Design
- Character Design
- Mechanism Design
- Product Games Asset
- Environment Design
- Logo Design

Illustration Skill :

- Pencil Sketching, Marker Rendering, Pastel, Acrylic, Conceptual Illustration, and Storyboard.

Photography Skill :

- Product, Landscape, Portraits.

Management Skill :

- Management Pipeline.
- Overseeing daily Operation of the Project Planning & Schedule.
- Provide technical troubleshooting Solution.

Additional Qualifications :

- Modeling - Character, Mechanism, Environment
- Texturing - UV mapping & Texture Material
- Rigging - FK/IK Rig, Facial Rig, Stretchy, Skinning, Blend Shape
- Animation - Character, Mechanism & Cartoony

Personal Traits and Attitude

- * Excellent cross-cultural communication skills
- * International living experience and regional exposure
- * Passion for continuous learning and personal growth
- * Highly motivated and driven, with strong desire to excel
- * Able to work independently or as part of a team

Awards

Formula Malaysia

Other Languages

- Language Written : English, Bahasa Malaysia and Mandarin.
- Language Spoken : English, Bahasa Malaysia, Mandarin and Cantonese.

6 Nov 2017

Application Experienced Vehicle Artist

I am interested to apply for the above position.

Enclosed please find my curriculum vitae which includes details of my qualifications and experience.

I hope my application would be given due consideration. I am really looking forward to be part of this prestigious organization. I thank you for your cooperation and hope to receive a favourable reply from your company.

Yours faithfully

TRAVIS LAM

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