

# DAVE NAM

## ARTIST

[dave.nam@gmail.com](mailto:dave.nam@gmail.com)  
<http://www.davenam.com>  
(347) 564-6328

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### SKILLS

- ❖ Traditional fine art
- ❖ Digital art and compositing
- ❖ Low/High-polygon 3D modeling
- ❖ UV Layout and Mapping
- ❖ Texture creation: Hand painted/Photo Sourced
- ❖ Normal/Specular Mapping
- ❖ Biped and Custom Rig creation
- ❖ Skin weighting and Rigging
- ❖ 2D/3D Key Frame Animation
- ❖ Motion Capture Technology
- ❖ Fluency in Korean
- ❖ Programming: Pascal, Java, C++, Python
- ❖ Scripting: XML, JavaScript, CSS, HTML
- ❖ Website Design and Administration

### SOFTWARE

- ❖ 3D Studio Max
- ❖ Maya
- ❖ Mudbox
- ❖ ZBrush
- ❖ Photoshop
- ❖ Crazy Bump
- ❖ xNormal
- ❖ Roadkill
- ❖ TortoiseSVN (Subversion), Perforce
- ❖ MS Office
- ❖ Vicon IQ/Workstation 1.5
- ❖ Unreal Development Kit
- ❖ Source SDK
- ❖ Torque Game Builder

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### GAME EXPERIENCE

#### Critical Mass Interactive *Tron: Evolution*

April - July 2010

##### Technical Artist (Contract Artist)

- ❖ Performed client pipeline integration and troubleshooting for Art Team (Maya, 3D Studio Max, Modo, Unreal)
- ❖ Created and placed world objects for whitebox designs on four multiplayer levels (Maya, Unreal)
- ❖ Created texture shaders and animated materials for multiplayer world objects (Photoshop, Unreal)
- ❖ Generated and optimized light maps for multiplayer world objects (Maya)
- ❖ Built world and character lighting rigs for four multiplayer levels (Beast Renderer, Unreal)

#### Gearbox Software *Unannounced Title*

August 2007

##### Model Rigger (Contract Intern)

- ❖ Created biped rig for two characters (3D Studio Max)
- ❖ Rigged and skin weighted two characters (3D Studio Max)

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### PREVIOUS EXPERIENCE

#### Teachers' Retirement System of the City of New York

July 2003 – April 2005

##### Pension Analyst, Assistant Manager (Retirements/Withdrawals Unit)

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### EDUCATION

#### The Guildhall at Southern Methodist University

January 2007 – July 2008

Masters of Interactive Technology in Digital Game Development, Art Creation specialization

#### Cornell University School of Industrial Labor Relations

June 2004, February 2005

Certificate in Critical Skills for Managers

Certificate in Supervising and Managing People

#### Queens College of the City University of New York

September 1996 – June 2002

Bachelor's of Arts in Urban Studies