

DAVID LAM

Animator | dlam@hungrydlam.com | hungrydlam.com | 323.377.6133

EXPERIENCE

- Cinematic Animator at Naughty Dog (Staff)** Oct 2011 - Current
Cinematic Animation
- Animator at Naughty Dog (Contract)** May 2011 - Oct 2011
Uncharted 3: Drake's Deception *In-Game Cinematic & In-Game Animation*
- Animator at Pixomondo (Contract)** April 2011 - May 2011 (1 month)
Red Tails (2012) *Animation*
- Animator at Sony Pictures Imageworks (Contract)** Jan 2011 - April (3 months)
Green Lantern (2011) *Animation*
- Animator at Digital Domain (Contract)** Nov 2010 - Feb 2011 (3 months)
Real Steel (2011) *Animation*
- Senior Animator at Pysop (Contract)** Oct 2010 - Nov 2010 (1 month)
Best Buy "Training ft. Kenneth the Blue Elf" *Animation, Previs*
- Previs Animator at Weta Digital (Contract)** July 2010 - Oct 2010 (3 months)
The Adventures of Tintin: The Secret of the Unicorn (2011) *Previs*
- Animator at Naughty Dog (Staff)** Jan 2010 - July 2010 (6 months)
Uncharted 3: Drake's Deception *In-Game Cinematic & In-Game Animation*
- Animator & Previs at Nathan Love (Contract)** Oct 2009 - Jan 2010 (3 months)
Pop Secret "Caddyshack" *Animation, Previs*
Pop Secret "Dark Knight" *Animation*
Pop Secret "When Harry Met Sally" *Previs*
- Animator at Curious Pictures (Contract)** Sept 2009 - Oct 2009 (1 month)
Grand Theft Auto: The Ballad of Gay Tony *Cinematic Facial Animation*
- Animator at Naughty Dog (Contract)** Feb 2009 - Sept 2009 (7 months)
Uncharted 2: Among Thieves *Cinematic & In-Game Animation*
- Animator at Blur Studio (Staff)** Nov 2008 - Feb 2009 (3 months)
X-Men Origins: Wolverine *Cinematic Animation*
Prototype *Cinematic Animation*
- Cinematic Animator at Bungie (Contract)** July 2008 - Feb 2009 (7 months)
Halo 3: ODST *Cinematic Animation*
- Cinematic Animator at Tigar Hare Studios (Contract)** June 2008 - July 2008 (1 month)
Red Faction: Guerilla *Cinematic Animation*
- Senior Animator at Lucas Arts (Staff)** April 2006 - Oct 2008 (2 years 6 months)
Star Wars: The Force Unleashed *Cinematic & In-Game Animation*
Indiana Jones and the Staff of Kings *In-Game Animation*
Fracture *Cinematic Animation*
- Animator at Raven Software (Staff)** Jan 2005 - April 2006 (1 year 3 months)
Marvel Ultimate Alliance *In-Game Animation*
X-Men Legends II: Rise of Apocalypse *In-Game Animation*
- Animator & Layout at Double Edge Digital (Contract)** Sept 2004 - Jan 2005 (4 months)
Battleground: The Art of War Alexander *Animation, Layout*
Battleground: The Art of War Napoleon *Layout, Matchmoving*
Ask The Dust (2006) *Layout, Matchmoving*
- Intern at Curious Pictures (Contract)** April 2004 - June 2004 (2 months)
Siggraph Animation Theatre Titles *Layout & Lighting*

SKILLS Maya, Max, XSI, AfterEffects, MEL, C++

EDUCATION Parsons MFA Animation 2004 | University of Texas at Austin BS Computer Science 2002

HONORS 2009 San Francisco & Carlsbad | 2008 New Jersey | 2007 San Francisco & Dallas Marathons