



# BEN LAM

Animator & Designer  
[www.benlamjunbin.com](http://www.benlamjunbin.com)



email [benlamjunbin@gmail.com](mailto:benlamjunbin@gmail.com)

phone (415) 969-0585

## AWARD

### The Wanna-Be Oddie

- **California Film Awards, *Gold Awards***
- **Los Angeles Cinema Festival of Hollywood, *Best Animation***
- **Los Angeles Movie Awards, *Award of Excellence***
- **Nashville Film Festival, *Official Selection***
- **Savannah International Animation Festival, *Official Selection***

## EXPERIENCE

### 2016-Present **Giant Propeller (U.S.), 3D Artist**

- Create concept, idea, design, and all necessary 3D assets, animation, and effects for Image Metrics' Hooya (a live video selfie filters & effects) app.

### 2015-2016 **Grass Jelly Studio (Taiwan), Lead 3D Artist**

- Provides creative treatment, moodboard, and style frame for project's pitch
- Leads and manages a team of 3D artists to produce high quality CGI work

### 2015 **Lunghwa University of Science and Technology (Taiwan), Instructor**

- Part time instructor for design and 3D related courses including Photoshop, Illustrator, MAYA, Storyboarding

### 2013-2014 **The Base Studio (U.S.), 3D Animator & Art Director**

- Created styleframe as a communication bridge between client and artist
- Provided creative treatment and moodboard for project's pitch
- Art directed and managed a team of artists to meet company and client requirements
- Original content creator of 'Oddy's Oddsome Universe'

### 2011-2013 **The Base Studio (U.S.), 3D Animator & Concept Artist**

- Animator and concept artist for VFX in feature films, TV commercials and music videos for clients including Microsoft, Symantec, Breathometer, Metallica, Katy Perry

### 2011 **Spitball Entertainment (U.S.), 3D Animator**

- Animator for social game pre-visualization and animation
- Provided technical suggestion and advice for character rigging

### 2006-2008 **Passion Republic (Malaysia), 3D Animator**

- Involved in local animation series, local TVC production
- Worked as lead animator, technical support for rigging and rendering



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## EDUCATION

2008-2010 **Master of Fine Arts, School of Animation and VFX**

- Academy of Art University, San Francisco

2003-2006 **Diploma in Digital Animation**

- The One Academy, Malaysia

## SOFTWARE

- MAYA (*11 years*), Photoshop (*12 years*), Illustrator (*12 years*), After Effects (*10 years*), Premier (*7 years*), HTML (*1 year*), CSS (*1 year*)

## SKILL

- Art Direction, Art Team Management, Creative & Branding, 3D & 2D Animation, Storyboarding, Visual Development, Animatic, Modeling, Rigging, Texture & Lighting, Rendering (Mental Ray, V-Ray, Arnold), Compositing, Motion Graphic, Illustration, Web Design, Logo Design

## LANGUAGE

- English, Mandarin, Cantonese, Malay