

Lam Tai

Game Developer

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Profile

Goal Oriented To take part and gain utilize my experience through making high-quality game. My ideal role would be to be part of a dynamic team and be responsible for designing and programming game mechanics as well as handling assets and communication flow within the project.

Showreel <https://youtu.be/EowlNm-ebP8>

Work Experience

Lar Entertainment Turkey

Hospital Madness (2015 - 2016) & Office Madness (2016 – 2017)

- Develop a 2 simulation games from scratch in Unity3D.
- Design all characters, graphics effects in Adobe Illustrator.
- Model and texture hospital rooms.
- Handle iOS push notification, game center, leaderboard, In-app Purchase
- Handle client's mongoDB API (register, periodic event, leaderboard)

High Velocity Solution Singapore

Property Empire (2013 – 2015)

- Develop a real estate management on iOS for property agent company.
- Native iOS development with Objective-C on XCODE (iOS 6).
- Planning and designing database on Parse server.

Personal Project

Apocalypse: Rush Zombie (2017)

- Develop a non-stop action RPG on Unity3D by within 3 weeks.
- Utilize GameSparks server for basic PvP system.

MonsterGo Unity3D Game Template (2016)

- Cooperate with back-end developer to develop a full-function clone template from PokemonGo.
- Handle realtime GPS for character navigation and spawn monster on real worldmap.
- Add NPC battle function.

Lost Egypt (2014 - 2017)

- Develop a full features iOS Action RPG on UDK (Unreal Engine 3).
- Full scripting with Unreal Script.
- Handle assets and communication flow with 3 asset-creating freelancers.

Education

James Cook University Singapore – Bachelor of Information Technology Minoring in Human Computer Interaction and Games Design

Oct 2011 – Sep 2013

- Software Engineering: Use of design pattern and agile development to create and implement application in C#, Python and Java.
- Mobile Technologies: Prototype and develop iOS 5 and Android application as well as UI and UX design.
- Game Simulation: Design and build a game from scratch in Unity3D.
- Group Project: Lead team with 3 members which includes planning, designing and creating FPS prototype game project in CryEngine.
- Character and Environment Modelling: Designing and create high/low poly assets with Maya

Languages

Vietnamese Native.

English High proficiency, specialized in Information Technology/Game Design.

Chinese High proficiency. Received highschool education in China for 3 years.

Skills

Languages C#, Unreal Script, Objective-C, Java, JavaScript, ActionScript 3

Game Engines Unity, Unreal Engine 3, XCode

Others 3ds Max, Maya, Photoshop, Illustrator, Flash

Extra Links

Hospital Madness: <https://itunes.apple.com/us/app/hospital-madness/id1101358205?mt=8>

Office Madness: <https://itunes.apple.com/zw/app/office-madness-startup-story/id961677156?mt=8>

Rush Zombie: <https://itunes.apple.com/us/app/rush-apocalypse/id1196152128?ls=1&mt=8>

Property Empire: <https://itunes.apple.com/app/id893507130>