



TIFFANY LAM

3D Character Animator

Contact

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Education

2021

CG Spectrum

Advanced 3D Animation Diploma

2018

University of Southern California

B.A. Animation & Digital Arts

Minor in East Asian Languages and Cultures

Specialization in Computer Programming

Skills

3D Character Animation

2D Animation

Facial Animation

Previs

Camera Layout

Mocap Clean Up

Software

Autodesk Maya	Photoshop
After Effects	Premiere Pro
Blender	RV
Illustrator	Shotgrid
fTrack	Spark AR
Maya	TV Paint
MotionBuilder	Unity
Perforce	Unreal Engine

Experience

Veles Productions

Freelance 3D Animator | Apr 2025 - Jul 2025

- Collaborated within a small team to define the aesthetic vision and quality standard for a fantasy dragon VR roller coaster ride using Maya, translating concepts into stylized visuals and preparing assets for seamless integration into a real-time engine

Decoy Games

3D Character Animator | Mar 2023 - Aug 2024

- Created stylized hand-keyed gameplay animations and developed cinematics from layout to final polish for an unannounced title
- Collaborated extensively with production leadership and cross-functional teams, demonstrating a strong ability to adhere to stylistic guidelines and integrate feedback for artistic cohesion
- Partnered with technical artists to optimize in-engine animation timing and visual fidelity, ensuring seamless integration and high-quality final shot presentation

DreamWorks Animation

Animation Artist | Apr 2022 - Jan 2023

- "Dragons: The Nine Realms": Created comprehensive visual references in Maya and Photoshop, meticulously defining character staging, prop placement, and precise camera usage within final sets to guide downstream Layout and Animation departments.
- Developed a diverse range of set and prop variants, including essential animation cycles, directly contributing to final scene assembly and visual quality.
- Collaborated extensively with Animation Directors and Supervisors, effectively communicating detailed animation notes to ensure artistic cohesion and resolve potential technical or aesthetic challenges during final shot integration.

STRIVR

Contract 3D Animator | Jun 2021 - Apr 2022

- Provided lipsync animation in Unity and character animation porting and cleanup in Maya for STRIVR's VR experiences

The Third Floor

Visualization Trainee | Jan 2022 - Feb 2022

- Undertook specialized training in previsualization from industry leaders, developing a robust understanding of character blocking, camera positioning, and animating nuanced camera movements within Maya to define initial shot compositions

A52 | Elastic.tv

Freelance 3D Character Animator | Oct 2021 - Nov 2021

- Created facial animation for four character-based trailers connecting Netflix animated series "Arcane" to Riot Games' League of Legends game

Rouge Mocap

Animation Intern | Feb 2021 - May 2021

- Cleaned up MoCap data for realistic animations in Motionbuilder and used Ftrack to provide updates on progress to the Animation Lead