



Tiffany Lam

Contact

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🌐 <https://www.tiffimations.com/product-design>

Education

CG Spectrum

2021 | Advanced 3D Animation Diploma

1:1 Mentorship with Ambre Maurin, Excellence Award

University of Southern California

2018 | B.A. in Animation and Digital Arts

Minor in East Asian Languages and Cultures

3.76 GPA

Studio Arts College International

2016 | Study Abroad in Florence, Italy

Skills

Design Thinking

Design Software Proficiency

User-Centric Empathy

Effective Communication

Cross-Functional Collaboration

Iterative Feedback & Development

Problem-Solving & Technical Troubleshooting

Software

Autodesk Maya

Google Suite

After Effects

Photoshop

Blender

Premiere Pro

Canva

Sketch

Illustrator

Unity

Figma

Unreal Engine

References

Khalil Abdullah (CEO of Decoy Games)

khalil@decoygames.com

Salman Hashmi (Animation Director at Decoy Games)

salman.j.hashmi@gmail.com

Peter Hixson (Animation Director at DreamWorks TV)

mail@peterhixson.com

Experience

Veles Productions

Freelance 3D Animator | Apr 2025 - Present

- Collaborated within a small team to define the aesthetic vision and quality standard for a fantasy 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

- Collaborated within a cross-functional team to develop unique character personalities and create stylized animations for an unannounced game title
- Drove rapid iteration through consistent feedback loops, adhering to stylistic guidelines to ensure cohesive visual design and artistic integrity
- Partnered with technical artists to optimize implementation and visual quality within digital environments, ensuring seamless user experience and high-fidelity presentation

DreamWorks Animation

Animation Artist | Apr 2022 - Jan 2023

- "Dragons: The Nine Realms": Developed comprehensive visual documentation using tools such as Photoshop and Maya to ensure precise spatial relationships and visual hierarchy to inform engineering and content implementation
- Iterated on a diverse range of design elements and interactive states, contributing directly to the final visual quality and cohesive assembly of digital experiences
- Contributed to process improvement by effectively communicating detailed animation notes between the Animation Director and partner studios to ensure artistic cohesion and resolve potential technical or aesthetic challenges during final shot integration

STRIVR

Animator (Contract) | Jun 2021 - Apr 2022

- Conducted character animation porting and cleanup in Maya, ensuring seamless integration and optimized performance within the final product
- Implemented synchronized lipsync animations within Unity, directly enhancing the realism and user engagement of STRIVR's VR experiences

A52 | Elastic.tv

Freelance 3D Character Animator | Oct 2021 - Nov 2021

- Created impactful facial animations that evoked specific emotional responses, contributing to the narrative and audience engagement for trailers connecting Netflix series "Arcane" and Riot Games' "League for Legends", demonstrating an understanding of user emotional response and its impact on product engagement

USC World Building Media Lab

3D Animator and Rigger | Oct 2018 - May 2020

- Contributed to the development of key interactive features for "A World in a Cell" by visualizing and preparing complex assets in Maya
- Optimized asset delivery within a real-time environment and enhanced user immersion through the creation of dynamic visual feedback elements