

# Roberta W. Tam

Illustrator // Concept Artist // Animator

Stockholm, Sweden  
www.birdietam.com ✉  
robertawtam@gmail.com ✉

I am a versatile artist with over five years of game development experience. The projects I have been a part of have been wide and varied, but mainly focused on creating fun and bright art content for handheld and mobile devices.

Skills: Character & background design, illustration, animation, visual development, character modeling, UI/UX and project management.



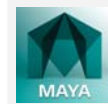
Photoshop



Illustrator



Flash



Maya



ZBrush

Additional Software: AfterEffects, Dreamweaver, Spine & Unity



## GAME ARTIST

KING

DEC 2015 - PRESENT

- Create game ready art content including illustration, animation, vfx and ui.
- Set up art pipelines and guidelines and assist artists as needed.
- Work in an agile environment and adhere to deadlines.
- Participate and provide feedback in art discussions to ensure game vision.
- Prepare and implement assets directly into game engine.
- Assist developers in art optimization and efficiency for game engine limits.
- Explore new genres and prototypes with designers.
- Work closely with entire team to bring game vision to life.

### TITLES:

- *Unreleased Title*
- Stellar: Galaxy Commander



## LEAD ARTIST & 2D ARTIST

1ST PLAYABLE PRODUCTIONS

NOV 2012 - NOV 2015 (3yrs 1mo)

- Manage and oversee project tasks, scope and scheduling for milestones.
- Work closely with clients and assist with feedback and iterations.
- Manage, guide and work closely with team to create art direction.
- Work closely with designers, producers and engineers to meet game goals.
- Lead brainstorming to generate new ideas and concepts.
- Develop IPs by working closely with team and client.
- Concept, render, animate and create characters, props and backgrounds.
- Design game flow, create wireframes and concept UI menus.
- Prototype games within small teams.
- Model, sculpt and texture characters for animation.
- Create environment and set dress in Unity for Google Cardboard projects.

### TITLES:

- Disney Princess: Cinderella & Rapunzel (LeapTV)
- Big Hero 6: Battle in the Bay (3DS & DS)
- Pet Play World (LeapTV)
- Moshi Monsters: School of ROX (LeapFrog)
- Get Ready for Kindergarten: (LeapFrog)  
Ozzie & Mack ABCs,  
Counting at the Dragon Café  
Stretchy Monkey
- Pet Pad Party (LeapFrog Tablets)
- Stone Age Snap VR (Android)



## ART PRODUCTION LEAD & 2D ARTIST

MACHINE UNION LLC

AUG 2011 - NOV 2012 (1yr 3mos)

- Advise and manage artists through 2D Art Pipelines
- Work closely with directors through iteration and feedback.
- Create and animate characters, backgrounds, props and effects.
- Conceptualize and create UI menus.

### TITLES:

- Tap Campus Life (iOS)
- Tap Paradise Cove (iOS)



## 2D/3D ARTIST

DOUBLE-TAKE MEDIA SOLUTIONS

APR 2011 - OCT 2011 (7 mos)

- Conceptualize characters, props and environments.
- Work closely with team to create art direction.
- Paint, model and texture backgrounds and characters.
- Create and concept characters for illustrations for children's e-book.

### PROJECTS:

- San Diego Airport Commercial
- The Cow Parade's Mobile Children's Books
- Hillsville 1912: A Shooting in the Court
- Acres of Diamonds

## BACHELOR OF SCIENCE: MEDIA ARTS AND ANIMATION

The Art Institute of California: San Diego

OCT 2008 - OCT 2011