

TIEN TAM

Game Developer

TienTam.com

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[LinkedIn](#)

Game Developer with over a decade of industry experience. Specializes in project management, rapid prototype, and pipeline implementation. Excels at cross-disciplinary collaboration (with engineers, artists and designers) to create, implement, and deliver compelling experiences. Comprehensive understanding of game pipelines as a Game Designer, Project Manager and 3D Artist. Experienced interactive with 3D development for XR.

SKILLS

- Project Management
- Rapid prototype
- Game Design
- 3D pipeline/ generalist

SOFTWARE

- Jira, Shotgrid, Monday.com
- Web 3d, XR (AR/VR), Game engines
- Unity, Unreal, Proprietary game engines
- Maya, 3ds Max, Blender, Painter

EXPERIENCE

Senior 3D Innovation Engineer – Nike (2022-Current) – Multiple Projects

- Rapid prototype immersive experiences for the Tech Innovation Office (3d, XR, UI/UX)
- Lead small dev teams on a variety of projects
- Create 3d props and scenes for XR experiences

Senior Game Developer / Project Manager – Liquid Development (2020-2022) – Multiple AAA projects

- Manage a large team of artists with the Art Director to deliver sizable assets and environments
- Correspond and update clients on progress of projects
- Communicate and coordinate with art leads

Game Designer – Ready At Dawn (2019-2020) – Echo VR

- VR game development on Meta Quest
- Games as a service (live game)

Project Manager – Liquid Development (2017-2019) – Multiple projects

- Analyze and prototype pipelines in game engines to determine scope and feasibility
- Coordinate and manage teams of artists

Game Designer – Glu Mobile (2015-2017) – Ultimate Chef

- Rapid prototype core gameplay mechanics
- Developed and implemented interactive UI screens

Game Designer – Zynga (2014-2015) - Castleville Legends

- Created story, events, and quests for bimonthly releases
- Implemented gameplay systems

3D Artist – Liquid Development/ Supergenius/Convergence (2008 - 2012)