

NICOLE LIN

3D ARTIST & PROGRAMMER

nicolelin.ca
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EDUCATION

Bachelor of Computer Science

(Computer Applications, Major in Computation Arts, With Distinction)
Concordia University, Montreal, Canada
Cumulative GPA: 3.76

Sept 2015 - June 2019

WORK EXPERIENCE

Lofty Sky Entertainment, Toronto, Canada

Technical Artist & 3D Artist

- Wrote and maintained shaders for environments, characters, and VFX
- Created visual effects using Unity Particle Systems
- Modelled and textured modular environment assets
- Assisted in production of character textures

Sept 2019 - Present

Obx Labs, Montreal, Canada

Undergraduate Research Assistant

- Assisted with pre-production of [Skins 5.0](#), a 3-week game development workshop
- Created lesson plans teaching the 3D game asset production pipeline in Unity
- Wrote reference sheets on C# game programming in Unity

May 2017 - July 2017

PROJECTS

Ubisoft Game Lab Competition 2019

- Nominated for Special Jury's Award
- Concepted, modelled, and textured modular environment assets
- Decorated levels and placed functional assets in Unity

Jan 2019 - Apr 2019

Ubisoft Game Lab Competition 2018

- Nominated for Best Prototype and Best Game Design
- Modelled, rigged, and animated characters
- Illustrated 2D assets, designed the logo, and other UI elements

Jan 2018 - Apr 2018

AWARDS & ACHIEVEMENTS

- Fine Arts Student Alliance Special Project Grant
- Concordia University Golf Classic Entrance Scholarship
- Royal Conservatory of Music Grade 10 Piano Performance Certificate

2018

2015

2015

SOFTWARE & TOOLS

- Unity
- Blender/ Maya
- Amplify Shader Editor
- Substance Painter
- Adobe Creative Suite
- Git Version Control
- C#
- GLSL
- Java
- C++