

# NICOLE LIN

3D + TECHNICAL ARTIST

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## WORK EXPERIENCE

### Relish Studios, Toronto, Canada

June 2022 - Sept 2024

Intermediate Technical Artist

- Created shaders, modelled, textured, and implemented environment assets, and created VFX for 6+ different client projects, adhering to strict deadlines and budget
- Enhanced existing VFX, implemented new VFX, maintained shaders, and fixed bugs using narrative tools in Unity to prepare [Weirdwood Manor Vol.2](#) for publishing to the app store
- Developed both 3D and 2D/3D environment pipelines for in-house IP, including shader development, 3D modelling and texturing styles, and improved overall project asset management
- Designed, modelled, textured, and rigged characters for [Food Fight Fren-Z](#) and [Cardboard Castle Arcade](#)

### Tangent Interactive Media, Toronto, Canada

Jan 2021 - June 2022

Technical Artist - [Storylines: Passion and Fashion](#)

- Established an efficient modular asset library resulting in the creation of over 40 interior/exterior environments, helping the team meet deadlines for weekly content updates
- Modelled, textured, and implemented environments, both with and without concept art
- Wrote and maintained lightweight environment shaders, helping establish the look of the game
- Worked with the Art Director to develop a flexible lighting system, enabling artists to create custom lighting schemes to fit a variety of moods and times of day
- Developed a character customization feature, updating shaders, editor tools code, and art assets
- Modelled, textured, and rigged a variety of clothing, accessories, and hairstyle assets
- Completed branching narrative layout on multiple books using custom tools and worked with writers, developers, and artists to coordinate content to maintain a weekly release schedule

### Lofty Sky Entertainment, Toronto, Canada

Sept 2019 - Jan 2021

3D Artist - [Sky of Tides](#)

- Wrote and maintained shaders for environments, characters, and VFX
- Modelled, textured, and implemented modular environment assets
- Created and implemented VFX using Unity Particle Systems and developing custom shaders
- Assisted in production of character art assets

## EDUCATION

### Bachelor of Computer Science

Sept 2015 - June 2019

(Computer Applications, Major in Computation Arts, With Distinction)  
Concordia University, Montreal, Canada

## SOFTWARE & TOOLS

- Unity
- Blender/ Maya
- Amplify Shader Editor/ Shadergraph
- Substance Painter & Designer
- Adobe Creative Suite
- ZBrush
- JIRA
- Git, Plastic, SVN
- GLSL/HLSL
- C#