NICOLE LIN
3D + TECHNICAL ARTIST

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WORK EXPERIENCE

Robot Assembly   01/2025 - Present
Lead 3D Artist - Plant Nursery Simulator
- Shipped Plant Nursery Simulator on Steam to a Very Positive rating and many players citing the bright aesthetic and detailed 3D assets as a highlight among other similar titles
- Modelled, sculpted, textured, and implemented 150+ flower, plants, furniture, and prop assets, balancing quality of assets and efficiency of creation
- Designed, modelled, and textured modular environment assets
- Created and implemented VFX and developed efficient shaders in Unity
- Collaborated with only one other programmer, providing general art support where needed in marketing and finding efficient ways to maximize the impact of our work as a team of two

Relish Studios   06/2022 - 09/2024
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   01/2021 - 06/2022
Technical Artist - Storylines: Passion and Fashion
- Established an efficient modular asset library to enable the creation of over 40 interior and exterior environments, helping the team meet deadlines for weekly content updates
- Created efficient and customizable environment and character shaders
- Modelled, textured, and rigged a variety of clothing, accessories, and hairstyle assets

Lofty Sky Entertainment   09/2019 - 01/2021
3D Artist - Sky of Tides
- Created shaders and 3D assets for environments, characters, and VFX

EDUCATION
Bachelor of Computer Science - Concordia University   09/2015 - 06/2019

SOFTWARE & TOOLS
- Unity
- Blender, Maya, ZBrush
- Amplify Shader Editor, Shadergraph
- Photoshop, Substance Painter

- JIRA
- Git, Plastic, SVN
- GLSL/HLSL
- C#