

Nicole Lin

Toronto, Canada | (647) 971-8828 | nlin.nicole@gmail.com

WORK EXPERIENCE

Robot Assembly (Independent game studio self-publishing games) Jan 2025 - Current

Lead 3D Artist

- Shipped *Plant Nursery Simulator* on Steam to a Very Positive rating, contributing to the project from prototype to publishing
- Created over 150 unique 3D assets, owning the entire process of visual asset creation, balancing the quality of assets with efficiency of creation
- Developed, organized, scheduled, and optimized asset production workflows, ensuring productivity and flexibility in a fast-paced environment while delivering quality work within resource constraints
- Led design of marketing materials, ensuring project brand consistency, and handled scheduling and publication

The Institute for Dental Excellence (Continuing education provider) Apr 2020 - June 2026

Graphic Designer

- Re-designed Keynote presentations by improving layout and visual consistency for better student engagement, updating the slides to a modern, professional aesthetic
- Successfully delivered multiple projects consisting of over 800 slides within tight deadlines
- Improved the visual appeal of graphics and diagrams while preserving the original content and technical accuracy

Relish Studios (Design agency creating web experiences, mobile applications, and games for clients) June 2022 - Sept 2024

Intermediate Technical Artist

- Contributed a variety of 3D game assets to over 6 client projects, adhering to strict deadlines and budgets
- Identified and fixed bugs, created and implemented VFX assets, and maintained code for *Weirdwood Manor Vol 2* in preparation for publishing to the app store
- Collaborated with multidisciplinary internal teams to translate client game design briefs into clear tasks, distributing responsibilities among myself and the team while navigating existing workloads
- Optimized workflows for asset production and file management, adapting based on the constraints and needs of the project

Tangent Interactive Media (Digital media studio creating narrative-driven mobile games) Jan 2021 - June 2022

Technical Artist

- Created a library of modular 3D assets, enabling the creation of over 40 high quality interior and exterior game environments
- Led coordination of weekly content releases for the live mobile game *Storylines: Passion & Fashion*, ensuring all deliverables were completed on schedule
- Identified deliverables from scripts, assessing the scope of required work, communicating feedback to writers
- Served as the bridge between the creative and technical teams, communicating differing priorities and limitations, and collaborating to troubleshoot production challenges and implement solutions
- Wrote detailed technical documentation of production pipelines and workflow

Lofty Sky Entertainment (Film and digital media production company) Sept 2019 - Jan 2021

3D Artist

EDUCATION

Concordia University Sept 2015 - June 2019

Bachelor of Computer Science, Major in Computation Arts, With Distinction

SOFTWARE & TOOLS

- Articulate Storyline, Articulate Rise, Keynote, PowerPoint
- Javascript, C#, HTML/CSS, Git Version Control
- Adobe Creative Suite, Figma, Microsoft 365, Google Workspace, ClickUp, JIRA