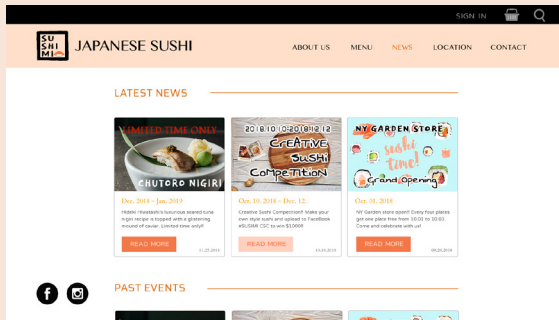# G-U

Guan Yu Lin
Portfolio

Guan Yu Lin

She moved from Taipei to New York three years ago. She is now a student of CUNY LaGuardia Community College and is majoring New Media Technology. She is versed in software like Adobe creative cloud, as well as Blender.

Most of her influences come from Asian Pop culture. She enjoys Japanese animations and Korean pop music. The visuals that K-pop shows and the graphics from Anime inspires her a lot. She likes their energy, diversity and fantasy, likes the feeling that between real and unreal.

Just like what she feels from other people's works, she hopes that her works can give people feeling of comfort and warmth and also feel vitality and courage.
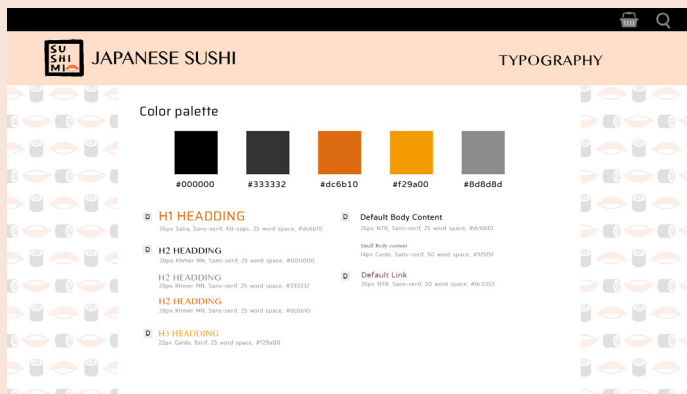
Portfolio 1

Web Design Project

A niche brand design.

Logo and patterns created by Adobe Illustrator.
Layout created by Adobe Photoshop.
This is a project for Web design course which we designed mock-up looking of a virtual brand's website.
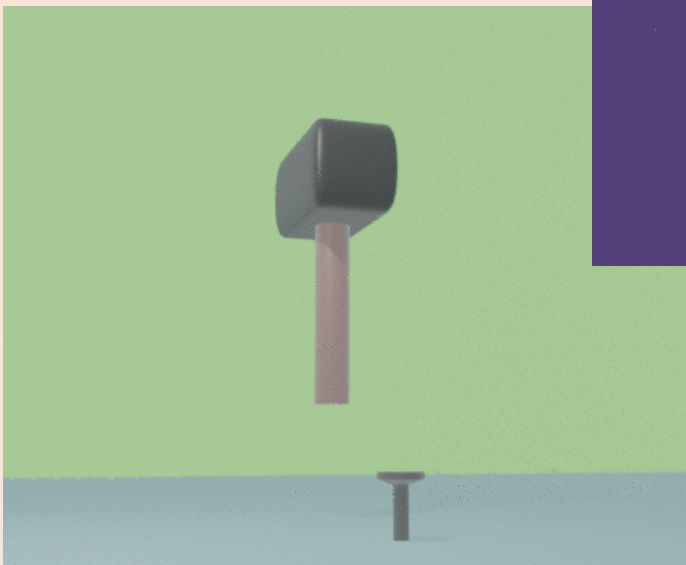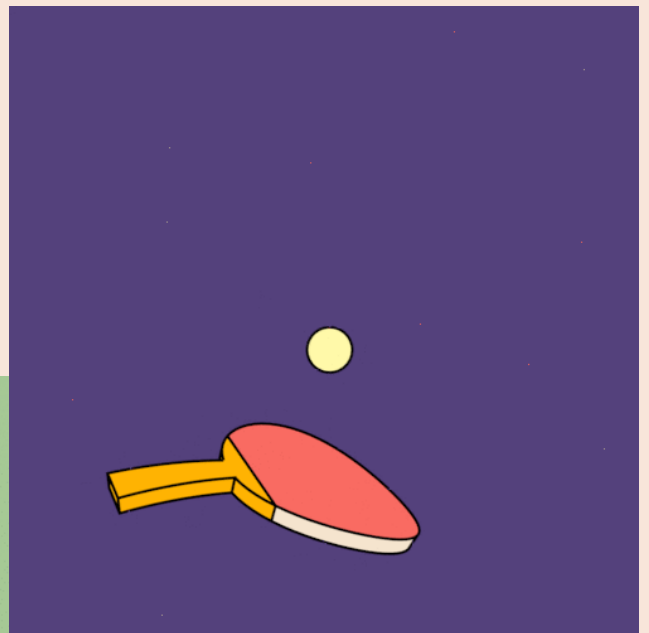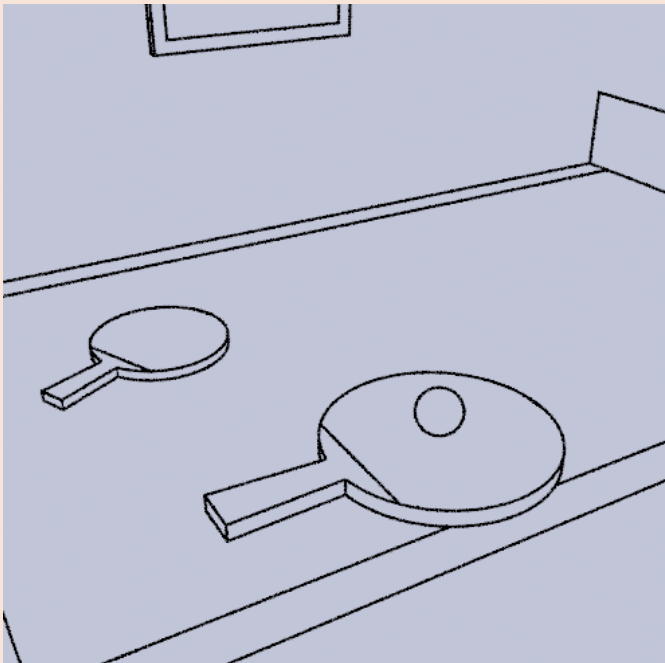
Portfolio 2

Animation Project

A collection of project made by Blender.

Practicing animating from object, light, camera, color, and practice how things move anticipately and keep style consistant.

http://theguanguanlin.tumblr.com

who is the killer?

Get ready to start?

Enter your name

Your name

start game

Game design Project

Who is the killer is a story-telling Twine game. Player selects text narrative to play, and different selections have different endings.

Below is a website which collect all projects done on game design class.

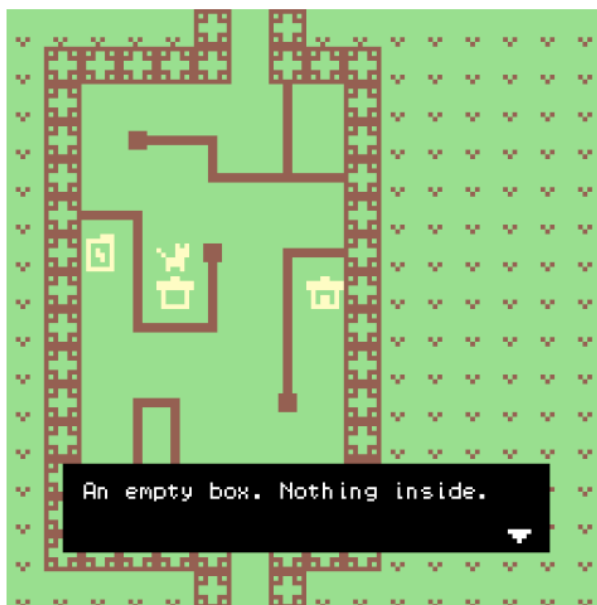https://guanyulin.github.io/HUW169/index.html

HUW169

Bitsy

Twine

CopperCube

HUW169 Animation

Bitsy Game

The puppy is hungry and lost. Can you help him find some food and take him to his mother?

Play

An empty box. Nothing inside.

Portfolio 4

Video editting Project

Some videos made during LaGuardia.
All video were edited by Adobe Premiere
Pro and After Effect, mostly given a topic.