

Jimmy Lin's Resume

I recently graduated from RMIT's Bachelors of Games Design and I am also working as a part-time Early Childhood Educator. I have a passion for story-telling, education and most definitely games! I hope to be able to create works that can share a love and curiosity for the world we live in. I am searching for a job opportunity or experience where I can further develop my skills and contribute to creating something special.

Email:

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Portfolio:

<https://jammyowo.github.io/myfolio/>

Projects -see more in [Portfolio](#)

[Time to Go Home \(2024\)](#)

Graduating Capstone Project, Short Video Game

I was the **Programmer** and **Producer** for this short narrative game which shares the sentiment of a child waiting to be picked up after school. In a team of 4, we crafted an introspective and nostalgic experience of wasting time away, reflecting on memories and drifting off into a child's imagination and wonder.

[Lantern Boy \(2022\)](#)

GDKO Game Jam, Short Video Game

I created a game in 2 weeks for the GDKO 2022 game jam. I experimented with new tech art techniques to implement 2D lighting and VFX.

[Mogship \(2021\)](#)

VCE Media Project, Runner Up for Top Design 2021 Short Video Game

Mogship is a 2D top down RPG where you play as a lone astronaut on a spaceship with a broken down generator and you must balance your remaining resources to feed you and your pet 'Mogs'. Created for my VCE 3/4 media project, I designed the entire game from the game systems, code, and art.

Teaching

Royal Children's Hospital

Early Childhood Educator, 2022 to Present.

I work casual hours as an Early Childhood Educator for The Royal children's Hospital Melbourne. I practise the centre's pedagogy which supports the growth and development of children through play-based learning. I work alongside various teams to support children from ages 0-5 years old.

Ezy Math Tutoring

Private tutor, 2020 to 2022.

I provided private tutoring to other students of high school, where I plan tailored classes which target my students' specific needs and challenge them to become the best version of themselves. As a result of this role I have experience working with Neurodivergent clients.

- Referee Tracy McGuirk, Client for Private Tutoring
Phone: 61 413 604 933

Education

RMIT University

Bachelor of Design (Games)

Graduated 2024

Victoria University

Certificate IV Early Childhood Education

Graduated 2023

Suzanne Cory High School

(Government Selective entry school)

Completed VCE in 2021

Skills

Teaching:

- Working With Childrens Check
- Learning experience planning
- Child development observation

Game Engines and Software:

- Unity game engine
- Godot game engine
- Blender
- Maya
- Adobe Suite
- Microsoft Suite

Production:

- Project Management
- Rapid Prototyping
- Playtesting
- Iterative development
- Adaptive team coordination

Coding Languages:

- C# (unity)
- Shadergraph
- GDscript (godot)
- HTML
- CSS
- Javascript