

GEORGE LIN

- ◆ Videographer & Visual Effect Artist
- ◆ 3D Modeler & Animator
- ◆ Graphic Designer

Portfolio Georgelin.co
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PROFILE

I am an enthusiastic videographer who can do 3D models, animations and graphic design. Flexible with a wide array of creative and technical tools, competent at solving multidisciplinary problems while studying at the School of Interactive Arts and Technology at Simon Fraser University.

TECHNICAL SKILLS

Design

Photoshop
Illustrator
InDesign
Maya
Unity

Media

Premiere Pro
After Effects
Lightroom
Animate
Audacity

Coding

HTML
CSS
Java Processing
Arduino

DESIGN EXPERIENCE

Graphic Designer, 3D Designer/ Animator

May 2021 - Aug 2021

Co-op - Torus Biomedical Solutions Inc.

- Created photorealistic 3D renders for a user manual of the company's main medical product using Maya that provides instructions for the usage of the product.
- Modeled realistic 3D medical characters, equipment, and environments through iterations based on real-life references and actual dimensions of the equipment using Maya, and then created and applied textures to them using Substance Painter and Photoshop.
- Created 2D graphics for the user manual using Illustrator and Photoshop, that provide visualized guidance to the users.
- Animated sets of 3D footage for composing a training video for the medical product through manipulation of characters and equipment using Maya.
- Collaborated closely with another designer and supervisor to create the user manual of the medical product, to obtain the best final results.

Tools Maya, Illustrator, Photoshop, Substance Painter, Figma

3D Modeler, Animator, Character/ Environment/ Graphic Designer

Jan 2020 - Apr 2020

Academic Project - TERRAPOINT (Immersive Environments)

- Designed game characters, assets, and game level layouts through a series of proposals and iterations, which strengthened critical and design thinking, and equipped me with better design software skills.
- Designed custom in-game graphical logos and icons in Illustrator.
- Created the main poster of Terrapoint in Photoshop for showcasing.
- Modeled 3D characters and assets from scratch in Maya, then created and applied textures to them in Substance Painter.
- Animated non-playable characters in Maya to enhance the interaction experience with the player.
- Created game environments in Unity by incorporating 3D models, SFX, lighting, and textures.

Tools Maya, Unity, Illustrator, Photoshop, Substance Painter, Asana

VIDEO & ANIMATION EXPERIENCE

TV Lead Producer, Junior TV Producer

Nov 2018 - Apr 2020

Student Union - Interactive Arts and Technology Student Union (IATSU)

- Captured footage of IATSU's main events to create promotional videos and highlights, that were published on YouTube and other social media platforms.
- Compiled and edited video footage, images, and sound in Premiere.
- Created visual effects and motion graphics to enhance the message of videos in After Effects.
- Planned, organized, and facilitated a 3-hour VFX workshop for SIAT students to promote VFX knowledge.
- Collaborated and communicated effectively with the executive team to complete cohesive video projects.
- Efficiently produced video content in tight schedules with quality by finding the balance between academic work and IATSU projects, which enriched time management skills.

Tools Premiere Pro, After Effects, Photoshop, Lightroom, Maya

Video Editor, 3D Modeler, Animator, Character Designer

May 2019 - Aug 2019

Academic Project - HEIST HAZARD (Animation)

- Edited the render footages and sound effects into one cohesive animated short film in Premiere Pro.
- Added visual effects to enhance the message of the narrative using After Effects.
- Designed and modeled 3D characters, objects, and the environment through iterations in Maya.
- Constructed and deliberated ideas logically and coherently.
- Communicated and cooperated with teammates effectively that allowed me to easily pick up their tasks for readjustments and enhancements. Which helped improve the overall narrative of Heist Hazard, develop team working skills, and refine organization skills.

Tools Maya, Premiere Pro, After Effects, Substance Painter

EDUCATION

B.A, Interactive Arts and Technology Design Concentration, Communication Minor

Jan 2018 - Present

Simon Fraser University, Canada

CGPA 3.46 / 4.33

The School of Interactive Arts and Technology (SIAT) is a unique program that combines interaction, art, and technology and teaches students conceptual and hands-on design in innovation.

INTERESTS

Activities:

- Passionate about photography and cinematography
- Like creating modifications for video games, such as custom maps and 3D models.
- Spends free time watching movies and adore the science fiction genre.
- Painting and sketching, which allow creativity to be expressed freely.
- Outdoor activities such as hiking, cycling, rock climbing, and exploring are things that promote relief
- Love rock music, especially punk rock, and play electric guitar.