

# GEORGE LIN

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

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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, I am competent at solving multidisciplinary problems while studying at the School of Interactive Arts and Technology at Simon Fraser University.

## TECHNICAL SKILLS

### Proficient

Photoshop  
Illustrator  
Premiere Pro  
After Effects  
Maya

### Intermediate

InDesign  
HTML & CSS  
Unity  
Java Processing & Arduino  
Animate

### Foundational

SolidWorks  
Python

## SELECTED EXPERIENCE

### Digital Designer, Event & Product Photographer

Aug 2016 - Present

Freelance - Master Badminton Ltd. | [www.bmtmaster.com](http://www.bmtmaster.com)

- Independently created graphics for the company's products, such as badminton jerseys, shuttlecocks, rackets and sport bags in Illustrator.
- Redesigned the webpages and rearranged the content of the company's official website, greatly increasing readability and overall layout.
- Created posters, banners and signage for Master Badminton events and promotions.
- Shot photos of both Master Badminton events and products, then edited them in Photoshop and Lightroom.

**Results** Products were later being used for several badminton tournaments and sold as merchandise to Master Badminton's students. Which gained more attention for the company than it was before.

**Tools** Illustrator, Photoshop, Lightroom, HTML & CSS

### TV Lead Producer, Junior TV Producer

May 2019 - April 2020

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

Nov 2018 - April 2019

- Captured footage of main events and their promotional videos
- Compiled and edit 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
- Collaborated and communicated effectively with the executive team to complete cohesive video projects.

**Results** I have enriched my time management skills through tight schedules from both academic work and IATSU projects by finding the balance between them, which allowed me to produce video content more efficiently and quality-wise.

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

## ACADEMIC PROJECTS

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

Spring 2020

TERRAPOINT (IAT445 - Immersive Environments)

- Designed game characters, assets and game level layouts through sketches iteratively.
- Modeled characters and assets from scratch in Maya. Applied textures to them in Substance Painter.
- Animated non-playable characters in Maya to enhance the interaction experience with the player.
- Created custom in-game graphical logos and icons in Illustrator.
- Created the main poster of the project in Photoshop for showcasing.

**Results** Through the process, I have strengthened my critical and design thinking through a series of proposals and iterations while designing game level layouts, characters and assets, equipping myself with better design software skills such as Maya, Illustrator and Photoshop.

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

### Video Editor, 3D Modeler, Animator, Character/ Environment Designer

Summer 2019

HEIST HARZARD (IAT343 - 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 characters, objects and environment in Maya.
- Constructed and deliberated ideas logically and coherently.

**Results** Through communication and cooperation with teammates, I was able to pick up their tasks for readjustments and enhancements that helped improve the overall narrative of Heist Hazard, which allowed me to develop my team working skills and refined my 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 | [www.siat.sfu.ca](http://www.siat.sfu.ca)

CGPA 3.35

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.

## ADDITIONAL LANGUAGES

• Cantonese

• Mandarin Chinese

• Japanese (Beginner)

## INTERESTS

#### Activities:

- I am really passionate about photography and cinematography
- I like creating modifications for video games, such as custom maps and models.
- I spend my free time watching movies, and science fiction is my favorite genre.
- I also do paintings and sketchings, which allow me to express my creativity freely
- Outdoor activities are also my friends, hiking, rock climbing and exploring are things that I would do to relieve myself.