

GEORGE LIN

- ◇ 3D Artist
- ◇ Graphic Designer
- ◇ Visual Effect Artist & Videographer

Portfolio lingeorge.com
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PROFILE

Enthusiastic 3D Artist with 2 years of related work experience, who can do visual effects, videography and graphic design. Flexible with a wide array of creative and technical tools, competent at solving multidisciplinary problems.

TECHNICAL SKILLS

Design ◇◇

Photoshop
Illustrator
Maya
Unity
Unreal Engine 5

Media ◇◇

Premiere Pro
After Effects
Lightroom
Animate
Audacity

Coding ◇

HTML/ CSS
JavaScript
Max MSP
Arduino
Python

DESIGN EXPERIENCE

3D Artist, Graphic Designer

Full-Time - Clutch Chairz Inc.

April 2022 - Present

- Create high-quality 3D models and photorealistic renders of the company's products for showcasing on company's website and social media platforms through iterations using Maya.
- Texture 3D assets for rendering and optimized shader using Substance Painter and Photoshop.
- Collaborate closely with the marketing team and project manager to create 3D visualizations and graphics to ensure that assets are created in the most efficient way possible.
- Design and illustrate graphics for the company's future products that will be sold commercially and promotional materials using Illustrator and Photoshop.
- Work with team to identify and solve both aesthetic and technical development issues.

Tools Maya, Illustrator, Photoshop, Substance Painter, Figma, Unreal Engine 5

3D Artist/ Animator, Graphic Designer

Co-op - Torus Biomedical Solutions Inc.

May 2021 - Aug 2021

- 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

VIDEO & ANIMATION EXPERIENCE

TV Lead 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

3D Modeler, Animator, Character Designer, Video Editor

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 & Media Arts Concentration, Communication Minor

Jan 2018 - Jun 2023

Simon Fraser University, Canada

CGPA 3.47 / 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
- Enjoy 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.