

NICOLE LIN

3D ARTIST & ILLUSTRATOR

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nicolelin.ca

EDUCATION

Bachelor of Computer Science
(Computer Applications, Major in Computation Arts)
Concordia University, Montreal, Canada
Cumulative GPA: 3.76

September 2015 - June 2019

WORK EXPERIENCE

Undergraduate Research Assistant
Obx Labs, Montreal, Canada

May 2017 - July 2017

- Assisted with pre-production of Skins 5.0, a 3-week game dev workshop
- Created lesson plans on modelling, UV unwrapping and texturing in Blender
- Created lesson plans on the basics of using Photoshop
- Wrote reference sheets about C# programming in Unity
- Wrote reference sheets with tips on using Blender, Illustrator, and Photoshop

Undergraduate Research Assistant
Obx Labs, Montreal, Canada

October 2015 - April 2016

- Created concept art and illustrations on two virtual reality projects
- Assisted traditional artists realize their ideas in a digital medium

PROJECTS

Ubisoft Game Lab Competition 2019

January 2019 - April 2019

- Concepted, modelled, and textured modular environment assets
- Decorated the levels and placed functional assets in Unity

Ubisoft Game Lab Competition 2018

January 2019 - April 2018

- Nominated for Best Prototype and Best Game Design
- Modelled, rigged, and animated the main characters
- Illustrated 2D assets and designed the logo and other UI elements

AWARDS & ACHIEVEMENTS

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| • Fine Arts Student Alliance Special Project Grant | 2018 |
| • Concordia University Golf Classic Entrance Scholarship | 2016 |
| • Royal Conservatory of Music Grade 10 Piano Certificate | 2015 |

SOFTWARE & TOOLS

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|---------------------|-----------------------|
| • Adobe Photoshop | • Git Version Control |
| • Blender | • Java |
| • Unity | • C++ |
| • Substance Painter | • C# |

SKILLS

- | | |
|----------------------------|-------------------------------|
| • 3D Modelling & Texturing | • Object-Oriented Programming |
| • Concept Art | • English |
| • Game Development | • Conversational French |
| • Digital Illustration | • Conversational Mandarin |