

NICOLE LIN

3D ARTIST & PROGRAMMER

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EDUCATION

Bachelor of Computer Science

September 2015 - June 2019

(Computer Applications, Major in Computation Arts, With Distinction)

Concordia University, Montreal, Canada

Cumulative GPA: 3.76

WORK EXPERIENCE

Undergraduate Research Assistant

May 2017 - July 2017

Obx Labs, Montreal, Canada

- 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

October 2015 - April 2016

Obx Labs, Montreal, Canada

- 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

- Nominated for Special Jury's Award
- Concepted, modelled, and textured modular environment assets
- Decorated the levels and placed functional assets in Unity

[Ubisoft Game Lab Competition 2018](#)

January 2018 - 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

- | | |
|--|------|
| • 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

- | | |
|------------------------|-----------------------|
| • Adobe Creative Suite | • Git Version Control |
| • Blender | • Java |
| • Unity | • C++ |
| • Substance Painter | • C# |
| • 3D Coat | • Cg/HLSL |

SKILLS

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