NICOLE LIN
3D ARTIST & PROGRAMMER

nicolelin.ca
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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

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

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# game 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

AWARDS & ACHIEVEMENTS

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

SOFTWARE & TOOLS

• Adobe Creative Suite • Git Version Control
• Blender • Java
• Unity • C++
• Substance Painter • C#
• 3DCoat • Cg/HLSL

SKILLS

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