

NICOLE LIN

3D ARTIST & ILLUSTRATOR

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EDUCATION

Bachelor of Computer Science

(Computer Applications, Major in Computation Arts, With Distinction)
Concordia University, Montreal, Canada
Cumulative GPA: 3.76

September 2015 - June 2019

WORK EXPERIENCE

Undergraduate Research Assistant

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

May 2017 - July 2017

Undergraduate Research Assistant

Obx Labs, Montreal, Canada

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

October 2015 - April 2016

PROJECTS

[Ubisoft Game Lab Competition 2019](#)

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

January 2019 - April 2019

[Ubisoft Game Lab Competition 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

January 2018 - April 2018

AWARDS & ACHIEVEMENTS

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

2018

2016

2015

SOFTWARE & TOOLS

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

SKILLS

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