

Hsi Lin (Nancy)

Game designer | Game artist

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EXPERIENCE

Associate Designer

June 2021~ present

Visual Concept, Full time

- Design live-ops event/ special game modes for NBA 2K.
- Level design for special levels that occur during an event.
- Make sure the design is balanced and polished.
- Make sure the user feedback is clear to the players.
- Communicate with engineers and artists about the design.
- Make sure the design is not out of scope

Unity / 3D modeling Online Instructor

Sep 2020 ~ present

Internal Drive Tech Camps, Part time

- Teaching 8~18 yr old students how to use Maya, Blender or Unity.
- Inspire student learning and career path of 3D art and Game design.
- Teaching Game design concept
- Teaching C# and Unity

Environment designer

Sep 2019 - May 2020

[Beware of the Blob](#), team of 4.

- Engaged in game mechanics and puzzle design.
- Cooperated with a level designer and created and designed a level environment.
- Created art assets for the game using Maya
- Rigged and animated the characters in the game.

PROJECTS

VR Mini Golf

March - May 2020

Game Designer & Programmer, Team of 2

- Designed game flow, and game modes.
- Scripted the customized level mechanic
- Worked with lead programmer implementing game play and customizable level for multiplayer.
- Designed VR for change competition.

Fart for Love

March 2019

Game Designer & Level Designer, Team of 3

- Designed the level for this 2D platformer multiplayer game in Unity.
- Implemented and designed player interaction and movements.
- Designed the gameplay with the goal of creating entertaining gameplay for both players and spectators(Streaming game).
- Organized and collaborated with programmer and artist and made sure the progress was on schedule.

EDUCATION

University of California Santa Cruz, (March 2020)

Master of Science, Games and Playable Media

Tamkang University, (June 2018)

Bachelor of Art, Information and Communication

SKILLS

Game Design:

Rapid Prototyping, Level art design, Level layout design (2D/3D), Micro design.

Programming Language:

C#, Java

Art:

3D modeling, Animation state machine, 2D Graphic design

SOFTWARE

Unity, Unreal, Maya, Adobe Photoshop, Adobe Illustrator, Confluence, Jira

EXPERIENCED WITH

Art:

Rigging, Weight painting, Lighting, UV, Shader, Animation, Programming animation, Particle system, Texturing, Substance designer

Programming Language:

Lua, C++

LANGUAGES

English, Mandarin