




# LING LIN

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610-773-0688 

3D Generalist | Environment Art | Technical Art

Creative artist with a strong foundation in interactive media and game, specializing in making immersive, responsive, and emotion oriented experiences.

## SKILLS

Unity  
Unreal Engine

Blender  
Maya

Substance Painter  
Substance Designer  
Houdini

Adobe Photoshop  
Adobe Illustrator  
Adobe Premiere  
Final Cut Pro

GitHub  
Perforce

JavaScript  
HTML5/CSS  
Figma

Arduino  
3D Printing  
Laser Cutting

## LANGUAGES

English  
Chinese

## EDUCATION

**Carnegie Mellon University** Sep 2024 - May 2026  
Master of Entertainment Technology Pittsburgh, PA

**New York University, Shanghai** Sep 2020 - May 2024  
B.S. in Interactive Media Arts Shanghai, China  
Academic Year Abroad New York City, NY

## EXPERIENCES

**CAVERN Toolkit** Carnegie Mellon University  
3D Environment | Technical Art | Co-Produce Spring 2025

- Develop a toolkit that makes CAVERN(270 degree projection screen with stereoscopic view) easy for Unity users to work on with team Spelunx.
- Create concept art, models, look development, and environments for sample scenes.
- Communicate with a high school and provide guide for their CAVERN.
- Hold 2 game jams to user test the toolkit and documentation for iteration.

**Building Virtual Worlds** Carnegie Mellon University  
3D Game | Environment Art | Technical Art Fall 2024

- Collaborated in teams to build 4 rapidly developed games in two-week sprints.
- Created models, PBR textures, stylized shaders, animations, VFX, and environments.
- Developed for distinct platforms, including VR, adaptive controllers, eye trackers, and Xbox controllers.
- 3 games were selected for the ETC Festival.

**Peach Blossom Topia** NYU Shanghai  
AR Experience | 3D Art Fall 2023

- Designed an immersive AR experience located at Magnolia House of NYU Shanghai.
- Created models, textures, shaders and environments.
- Playtested with 20 participants and iterated based on feedback

**Letter** Indie Game | Knife Studio  
2D Art | Game Design | GUI 2022

- Designed a puzzle/adventure game exploring the emotional journey of a student through an interactive suicide note.
- Created narratives, 2D game art, UI system, characters, and animations.
- Achieved the best Innovative Design Award in 1st China College Students Game Development Contest.