

Wen-Hsin Lin

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OBJECTIVES

Obtain a full time position as visual designer in location-based entertainment projects.

EDUCATION

Entertainment Technology Center, (ETC) Carnegie Mellon University, PA

Sept. 2015 – May 2017

Master of Entertainment Technology

Relevant Courses :

Themed Entertainment Design Studio,
Experience Design, Visual Story.

Information Management, National Sun Yat-sen University, Taiwan

June 2011 – July 2015

Bachelor of Information Management

SKILL

Concept Design

UI/UX Design

Software:

Photoshop, Illustrator, Clip Studio
Paint, Maya, SketchUp, Premiere,
Unity, ZBrush

Programming languages:

HTML, CSS, Javascript, Java, C++

Languages:

Mandarin Chinese (Native),
Japanese (Intermediate, Japanese
Language Proficiency Test-N3.)

PROJECT EXPERIENCE

Project EX, The Museum of Broken Relationships, Exhibition Designer

Aug. 2015 – Current

- Project goal is to design and build the exhibition for the Museum of Broken Relationships in Pittsburgh. Main responsibility design of visual space and visitor experience.

Black Ice, EA (Electronic Arts), Game Artist

Jan. 2015 – May 2015

- Worked as artist in 16 week deliverable project sponsored by EA. Our project is developing a snowball-fight-themed family game on EA's Connected TV.
- Created concept art, game assets, and project branding.

CLOZE, National Sun Yat-sen University, UI/UX Designer

May 2014 – Nov 2014

- CLOZE is a social oriented mobile application based on Android system, users can upload their daily looks and interact with friends by sharing looks or sending suggestions. Other special functions included personalized Avatar system.
- Designed the user experience for Avatar system. Created over 30 different body types for the system.

WORK EXPERIENCE

Carnegie Mellon University, Entertainment Technology Center (ETC)

Aug 2016 – Current

Teaching Assistant for Building Virtual World

- Help student's artists with artist technical problems.
- Coordinate art workshops.

Carnegie Mellon University, Entertainment Technology Center (ETC)

May 2016 – Aug. 2016

Location Based Entertainment Designer & Artist Internship

- Renovated main visuals for new welcome wall, including two interaction installations which show sponsor and alumni contents.

PERSONAL PROJECT

Experience Design class - Smaug's Table, Experience Designer

Jan. 2016 – May 2016

- Designed and created a pre-show experience for a given event. The given event is a virtual dining event at a Lord of the Rings amusement park restaurant.
- Designed and created virtual ride inside a cave automatic virtual environment.

Globe Game Jam 2016, Artist

- Created game in 48 hours, created game assets and game scene.