

XIAOWEN LIN

Game Artist & Animator

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EXPERIENCE

2D Artist

PowerBound - Unity / Artist / Team of 5

PowerBound is a combat based 2D platformer

- 7 Characters Designed, main character and enemies
- 30 frame by frame hand drawn animations and special effects in photoshop
- Environment art, seamless environment tile set and polish set dressing art
- UI art, HUD and all menu art assets

3D Artist

UnincrediBall - Unreal / Character Artist & Animator

/ Team of 6

UnincrediBall is a 3V3 combat based sports game

- 6 Characters Designed and modeling
- Hand animated 50 gameplay animations in Maya, such as run, jump, and attack
- Edited 80 mocap data files for nongameplay animation, such as taunt, win and lose
- Cinematic, gameplay intro and credits animation

2D Artist(Internship)

Mirror Walk - Website / Artist / Team of 6

Education website for kids

- UI Art
- Translate for the teammates who can only speak English or Chinese

EDUCATION

Vancouver Film School // 2016 - 2017

Game Design program with focus on art and animation,
Was also introduced to programming and level design.

BeiJing Film Academy // 2012 - 2016

Game Design Art student in BeiJing Film Academy,
Bachelor of Arts

SOFTWARE

MAYA

ZBrush

Photoshop

Illustrator

After Effect

3D Coat

Substance

CrazyBump

Unity Engine

Unreal Engine

SKILLS

Character Design

3D Animation

2D Animation

3D Modeling

Concept Design

Motion Capture

Environment Art

UI Art

Language

Chinese (Mandarin)

Chinese (Cantonese)

English

PASSIONS

Video Games

Member of Nintendo
fan club in China

Sketching

Practice sketching
methods with friends

Cooking

Enjoy cooking with
friends on weekends