

Sunny Lin

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[Linkedin](#) | [ArtStation](#) | [Itch.io](#) | [Website](#)

Education

NEW YORK UNIVERSITY

BA in Game Design. GPA 3.85

Minors in Web Development & East Asian Civilization

New York, NY
August 2021 - Present

ARTCENTER COLLEGE OF DESIGN

Entertainment Art Summer Intensive. Final Grade A.

Pasadena, CA
August 2020

DIAMOND BAR HIGH SCHOOL

GPA 3.91. ACT: 35

PR member for robotics team, Team Sprocket: Team 3473

Diamond Bar, CA
May 2021

Technical Skills

Game Engines: Unity, GameMaker

2D Programs: Adobe Photoshop, Clip Studio Paint, Adobe Animate, Aseprite, Figma

3D Programs: Autodesk Maya, Blender. Substance Painter 3D

Programming: C#, Javascript, HTML, CSS, PHP, SQL

Web Development: sunnylin.org

Student Projects

ROOT N' SHOOT

Lead Artist

Global Game Jam 2023
February 2023

Absurdist, shoot-em-up style game centered around a hillbilly farmer defending his farm against a carrot uprising.

Developed in Unity.

- Designing and animating boss, enemy, and player sprites
- Planning and designing environment/level layout

TERRATRIALS

Character & Environment Artist, UI Designer

January 2024 - May 2024

Bullet-hell dodging game centered around a lone spacefarer descending deeper into an abandoned research station.

Coordinated art and programming teams. Guided overall art direction. Developed in Unity.

- Concepting, animating, and implementing character/player state animations
- Reiterating and implementing industrial environment tilemap
- Designing, tweening, and implementing main menu/ingame UI
- Guided overall art direction and coordinated art team with programming team

Skills & Interests

Languages: English (Native), Mandarin (Working proficiency), Cantonese (Working proficiency)

Interests: Open-world RPG games, Esports (League of Legends & Valorant)