

Stephanie Lin


design | illustration

I am a **designer** and **illustrator** with a background in **3d animation**. I have years of experience working in a range of styles for animation projects.

I love printmaking in my spare time and self publish my own illustrated zines and comics about life.

Contact

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Skills

- illustration
- styleframe
- character | prop | env design
- color key
- 2d animation

Adobe Photoshop, Illustrator, After Effects, InDesign

3D Maya, Zbrush, Substance Painter

Experience

- 2021-2022 ● **Lucid** *freelance illustrator*
Created chapter illustrations for over 20 in-app book summaries in a variety of different styles for each book. Designed and illustrated cover artwork
- 2021 ● **Windy Games** *freelance concept & 3d artist*
Responsible for concept design and creation of game art assets.
- 2020 ● **Gentleman Scholar** *freelance 2d designer*
Created styleframes in an illustrative style featuring characters and environment interacting with photo food elements. Also designed styleframes using a mix of type graphic elements and photo collage.
- 2019 ● **Ataboy Studios** *freelance 2d designer*
Created styleframes in an illustrative doodle design style for a pitch project.
- 2019 ● **We Are Royale** *freelance 2d designer*
Designed characters, backgrounds and style frames on commercial projects. Independently illustrated, designed and animated works for
- 2016-2018 ● **Psyop** *3d artist*
Worked on VR projects using Unreal as well as Psyop Commercial projects assisting with rigging, lighting, shading, modeling, and cloth. Also worked in design for project pitches.
- 2015 ● **What Pumpkin Studios** *senior 3d artist*
Modeled, textured, rigged and lit game characters and environments based on concept art. Created color key artwork for color direction, researched plugins for look development in Unity, and wrote tools in MEL for rigging and pipeline in Maya.
- 2014 ● **Psyop** *freelance 2d designer & 3d artist*
Assisted in modeling, texturing, and visual development for Psyop Games projects. Also created styleframes for Psyop commercial.

Education

School of Visual Arts, NY

BFA Computer Animation | 2010-2014