



# Olivia Lin

Story | Visual Development | CG Generalist  
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## Education

### Ringling College of Art and Design / Computer Animation Major

Expected Graduation 2026

*Skills: Photoshop, Premiere Pro, Autodesk Maya, Nuke, Z-Brush, Substance 3D Painter*

- Minor in Business of Art and Design

### Gobelins Summer School / Character Animation

Summer 2023

*Skills: TV Paint*

- Two week intensive summer program in Character Animation learning about acting, body mechanics, and timing

## Experience

### Lab Monitor / August 2024 -Present

Ringling College of Art and Design | Sarasota, Florida

- Assisted students with technical issues and questions on course material
- Communicated with IT, facilities, and campus security to maintain a safe and efficient working environment
- Enforced Computer Animation Department lab rules

### Story Artist / August 2022 -Present

Ringling College of Art and Design | Sarasota, Florida

- Created and pitched storyboards in a variety of genres including comedy, drama, suspense using cinematic and narrative staging
- Developed gestural drawing skills with clarity and appeal

### 3D Generalist / August 2022 -Present

Ringling College of Art and Design | Sarasota, Florida

- Experienced in the 3D animation production pipeline including modeling, texturing, lighting, rigging, animation, rendering, and compositing
- Adept at troubleshooting technical issues

### Comic Artist / October 2024- Present

- Developed a three page comic for an independent zine project
- Communicated progress and deadlines with an online team

## Skills

### Programs

Photoshop | Premiere Pro | Procreate | Autodesk Maya | Nuke | Zbrush | Substance 3D Painter | TVPaint

### Languages

English (fluent) | Mandarin Chinese (fluent) | French (basic)

### Awards

Best of Ringling 2023