Yun Yin (Joyce) Lin

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Toronto, ON

I'm a level designer with a great passion for developing games and enjoy working with a team! My background in statistics, mathematics, and computer science has provided me with a strong analytical and technical foundation. With my deep love for creative work and games, I'm excited to explore this new path and hope for the opportunity to create new stories with others who share the same passion.

ACADEMIC PROJECT EXPERIENCE

Ubisoft Toronto NEXT   Oct 2023 – Jan 2024
Level Designer   Unreal Engine 5

- Developed a mission design document set in the Far Cry universe, including mission, level, and narrative design.
- Blocked out the playable level using the provided modular package and pre-made gameplay elements.
- Implemented the custom gameplay elements.
- Identified and debugged buggy gameplay elements within the provided package.
- Created a detailed change list document that recorded all modifications, including mission progression, level design, new blueprint implementations and bug fixes.

CODE:X, Obviously Cool Studio   May 2023 – Aug 2023
Game/Level Designer, Scripter, UI Programmer   Unity

- Designed the core game mechanics and systems for a third-person action game.
- Designed and built the tutorial level from initial paper design to greyboxing, and finally integrated art assets.
- Implemented gameplay elements and events.
- Developed and programmed the UI system.
- Gathered and analyzed results from multiple playtest sessions during different development stages and created change lists based on feedback.

WORK EXPERIENCE

Data Analyst, Internect Corp., Toronto   May 2019 – Apr 2020

- Designed a daily rewards and achievement system in the survey app.
- Utilized SQL and MS Excel to perform data visualization and analysis.
- Analyzed marketing campaigns and user behaviours KPI.
- Collaborated with a team to produce comprehensive analysis results and business reports for clients.

Data Entry, Maui Jim Sunglasses, Mississauga   Mar 2021 - Oct 2021

- Processed customer requests and uploaded to the company's system.

EDUCATION

Sheridan College, Oakville
Graduated 2023
Postgraduate Certificate – Game Level Design

Key Achievements:
Awarded Ubisoft Toronto Scholarship Winter 2023

University of Toronto, Mississauga
Graduated 2019
Honours Bachelor of Science – Statistics / Mathematics / Computer Science

SKILLS

- Level Design
- Game Design
- Scripting, Programming
- Design Documentation
- Debugging
- Data Analysis
- Digital Painting
- Teamwork
- Communication
- Problem Solving

TOOLS

- Unreal Engine 5, Unity
- Unreal Blueprint, C#, C++
- Git
- Autodesk Maya
- Adobe Photoshop
- Java, Python, SQL, R
- MS Office