Ricky Lin

Vancouver, BC, Canada | (604) 446-6038 | rickyjklin@gmail.com | rickyjklin.com

OVERVIEW

Aspiring game designer with hands-on experience in Unity coding and level design, eager to contribute and grow within a dynamic game development team.

EDUCATION

BSc Interactive Arts and Technology   **Simon Fraser University**
Concentration in Interactive Systems   June 2024

GAME DESIGN PROJECTS

Lead Game Designer   **Vancouver, BC, Canada**
Chimera6 Studios   July 2022 – Present
- Led the game design for "Chimera Ace," a fast-paced First Person Shooter (FPS) that combines deck-building and roguelike elements, developing the structure of the core gameplay loop and driving the creation of a Game Design Document (GDD).
- Enhanced level design to support diverse playstyles and interactions with varied enemy types, optimizing gameplay balance.
- Iteratively developed and playtested using Unity, resulting in positive feedback for innovative mechanics and strategic depth.

"Kart Klash"   September 2023 – December 2023
- Enhanced gameplay immersion through realistic audio design using Audacity and Adobe Premiere, and developed responsive shooting mechanics with the Unity Interaction Toolkit and C#.
- Iterated on VR interactions for Oculus controllers, focusing on intuitive gunplay and object pickups.
- Delivered an immersive VR experience praised by playtesters for its realistic audio design and intuitive control mechanics.

"Biome"   September 2022 – December 2023
- Led the design and development of a 2D puzzle game focused on raising awareness about environmental issues, creating three playable levels with progressively challenging puzzles using Unity ProGrids.
- Spearheaded comprehensive player testing sessions to refine gameplay mechanics and optimize puzzle difficulty, ensuring a balanced experience that maintained player engagement while effectively delivering the game's core message.
- Enhanced project collaboration and streamlined workflows through efficient file management using Google Workspace.

"Climatic Crisis"   January 2022 – December 2022
- Collaborated with a small team to design "Climatic Crisis" on Board Game Simulator, strictly adhering to Game Design Document (GDD) guidelines, with a particular focus on the in-game economy and mechanics.
- Led playtesting sessions to collect player feedback, refining game mechanics to optimize balance and player engagement.
- The game was featured at the 2022 FCAT Undergraduate Conference, where it was praised for its innovative design and impactful environmental messaging.

EXPERIENCE

Outlier AI   **Remote**
AI Model Trainer   September 2024 – Present
- Assessed AI model responses for accuracy and ethical compliance, providing feedback to drive continuous improvement.
- Rejected unsafe or privacy-compromising outputs, promoting responsible AI use and enhancing user trust.

SFU eSports Coach / Manager / Player   **Vancouver, BC, Canada**
Simon Fraser University   January 2020 – Present
- Competed as a player for three years, helping the team reach the 2020 West Conference Playoffs and secure a top 8 finish.
- Led the team to a Top 4 finish in the 2023 season by organizing effective practice sessions, tournaments, and scrimmages.

SKILLS

Communication & Team-Oriented Skills
- eSports Teammate (5+ years), Coach (3+ years), Manager (1+ years)
- Tutor (3+ years)

Technical Skills
- Game Design Tools: Unity, Unreal Engine 4, Autodesk Maya, Rhino3D
- Data Visualization: Observable, Tableau
- Coding Languages: fluency in Java, Python, C++, & C#, IDEs and Platforms (GitHub, Kraken, Processing, Eclipse)
- Microsoft Excel, Word, PowerPoint, Teams
- Adobe Photoshop, Adobe Premiere Pro, Adobe InDesign, Audacity