

TZU-HSUN LIN

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tzuhsunlin.com

EDUCATION

Masters of Fine Arts in Game Design

Sep 2020 - Jun 2023

DePaul University, Chicago, IL

Bachelors of Arts in Information Communication

Sep 2012 - Jun 2016

Yuan Ze University, Taoyuan, Taiwan

SKILLS

Software

- Adobe Illustrator
- Adobe Photoshop
- Procreate
- Unity

Design

- Game design
- Graphic design
- Sprite design
- Storyboarding
- 2D animation
- Concept art

GAME PROJECTS

Redemption (3D first-person puzzle game) Spring 2022 - Spring 2023

Artist / Programmer / Game Designer

Game page Link: <https://andrewlin.itch.io/redemption>

A painterly-styled puzzle game made by Unity that was Individually created and designed. The game aims to create an immersive gaming experience that merges elements of body-horror, puzzle-solving, room-escaping, and narrative exploration.

Responsibilities: programming (C#); 2D animation; level design; puzzle design; 2D and 3D art assets

Hermitage (2D platformer game) Fall 2021

2D Artist

Game page Link: <https://alialani.itch.io/hermitage>

A 2D side-scrolling platformer game made by Unity. Players play as a hermit crab who has been unexpectedly trapped in the depths of the ocean. They must navigate through underwater environments and utilize various shells to find a way back to safety.

Responsibilities: character design; 2D art assets; concept arts; collaborated with a programmer, animator, and game designer

Coast Ghosts (2D Educational game for WWF) Spring 2021

2D Artist

Game page Link: <https://spiro-tsaggaris.itch.io/coast-ghosts-horizons>

An educational Unity game that was prototyping for WWF (World Wide Fund) to raise awareness about the issue of plastic pollution in the ocean.

Responsibilities: character design; sprite animation; main screen image; coordinated and worked with a programmer, other artists, and a game designer

Light Sucker (2D pixel art platformer game) Winter 2020

2D Artist

Game page Link: <https://jordanoirelli.itch.io/light-sucker>

A 2D side-scrolling platformer game in Unity featuring pixel art. Players control a character called Light Sucker, using his ability to manipulate light to solve the level and progress through the game.

Responsibilities: character design; tilemaps assets; sprite animation; level design; collaborated with a programmer and game designer

WORK EXPERIENCE

Freelance Graphic Design, Taipei, Taiwan Aug 2018 - Nov 2019

Graphic Designer

Illustrated and designed posters, flyers, postcards, and program list design for promotional purposes

Baiji Trading Co., Ltd., Taipei, Taiwan Mar 2018 - Jun 2018

Graphic Designer

Designed flyers and posters, made banners and images on the website, and took charge of all other art-related affairs