



Lynn Liu

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Education

Sheridan College, Oakville ON
Bachelor Of Applied Arts Animation
2014 - 2018

Experience

Background Artist - Flunks

Flunks Inc.
Freelance
Vancouver, BC
Jan 2023 - Present
Created high-quality, fully-painted background and environmental assets/props based on colour script and provided design keys. Collaborated with members of the team to maintain continuity.

Background Artist - FRIGHT KREWE

Yowza! Animation
Toronto, ON
Oct 2022 - Jan 2023
Created realistic high-quality, fully-painted background based on storyboard, colour script and provided design keys. Collaborated with members of the team to maintain continuity.

Background Artist - RICK AND MORTY SEASON 6

Bardel Entertainment
Contractor
Vancouver, BC
Nov 2021 - June 2022
Created high-quality layout design, fully-painted backgrounds based on storyboard and provided design keys. Review and revise work from oversea studio. Collaborated with members of the team to maintain continuity.

Background Painter - STAR TREK LOWER DECKS SEASON 3

Freelance
Titmouse
Vancouver, BC
Nov 2021 - April 2022
Created high-quality, fully-painted background based on storyboard and provided design keys. Collaborated with members of the team to maintain continuity.

Background / Visual Development Artist- YORI

Snow Moon Studios
Toronto, Ontario
May 2020 - Nov 2021
Conceptualized and illustrated game assets, environments, characters, props and icons for Project Yori..
Created color keys and designed illustrations for Yori Story Moments in Level 1 & 2.
Research and analysis of various mediums and styles of game storytelling for Project Yori including graphic novels, comics and films, etc.
Worked closely with Unity programmers to correctly transfer assets into Unity.
Raised funding from Canada Media Fund Proptotyping Program by creating story, environments, color keys and concept art for Project Yori.

Freelance Illustrator & 3D Modeler

Augmented Reality
Mini Golf Game
Toronto, Ontario
Feb 2019 - Mar 2020
Paper prototyping and design documentation for multiplayer levels.
Concepted and 3D modeled four main themes with 2 levels under each.
Worked closely with Unity programmers to animate assets and correctly transfer them into Unity.
Designed and Manipulated 2D Artwork and Photographs using Adobe Photoshop to create realistic textures.
Presented concept art to team for approval and for solidifying vision of final product, providing feedback and suggestions to help fine tune and improve the game.

Motchi Toys
Toronto, Ontario
May 2019 - Oct 2019
Worked directly with Motchi Toys to turn rough sketches into 3D printing ready models in Zbrush for Motchi Unicorn collection, Umi collection and Unicone collection..
Brainstormed with design ideation team to create new ideas for Umi and Unicone collection, sold out all 90 released units within two days.
Assisted in designing and painting Umi and Unicone stickers collection.

3D Artist

Gimme 360. Inc
Toronto, Ontario
April 2018 - Jan 2019
Created 3D models and animated assets for Cadillac Fairview Eaton Centre Wayfinding App.
Responsible for modeling, texturing, lighting, and rendering for Nelson Augmented Reality textbook app.
Worked heavily within Maya and Zbrush to create 3D models for Joe Fresh and Cisco.
Worked closely with Unity programmers and other designers to create relevant content and posters for clients.
Assisted in modeling and texturing assets for Nelson Augmented Reality Project

Skills

Traditional: Watercolor, Gaoche, Oil
Digital: Adobe Photoshop, Illustrator, Toon Boom Harmony, Autodesk Maya, Zbrush, Blender, After Effect, Flash.
Language: English and Mandarin
Interests: Traveling and Movies