

CAREER HIGHLIGHTS

- **PORTFOLIO:** www.cindy-lin.com
- Collaborated with **10 multinational companies** to redesign and modernize the visual branding of their proxy statements and annual reports.
- Led cover design for more than **33 medical reference books** spanning seven series.
- **Mentored 3 senior illustrators** in animation production, expanding cross-department collaboration and partnerships with medical professionals.

INDUSTRIES

- Animation
- Video Game
- Online Streaming
- Media Production
- TV and Film Production
- Graphic Design
- Publishing
- Marketing
- Medical
- Legal
- Chemical Engineering
- Food and Beverage
- Manufacturing
- Robotics and Technology
- Cybersecurity

EXPERTISE

- Animation
- Storyboarding
- Character Design
- Illustration
- Graphic Design
- Video Editing

TECHNICAL SKILLS

- Toon Boom Harmony
- Clip Studio Paint
- Procreate
- Aseprite
- Canva
- VEED
- Adobe Creative Suite
 - Photoshop
 - InDesign
 - Illustrator
 - After Effects

CINDY LIN

(201) 800 5996 • cinxinlin@gmail.com • Ramsey, New Jersey
Portfolio: www.cindy-lin.com • LinkedIn: <https://www.linkedin.com/in/cinxinlin/>

OBJECTIVE

Seeking new career opportunities in **TV/Film** and **Video Game Animation**.

EXPERIENCE

BY WITCHLIGHT

2024 - PRESENT

Indie video game studio developing The Magus Circle, a survival roguelike where the player casts spells via manual drawing.

Animator | Artist | Co-Founder

Animation

- Designed and animated gameplay assets, including character sprites, VFX, weaponry, enemies and bosses, and environmental objects in Aseprite.
- Designed playable and NPC characters, creating moodboards and researching visual references.
- Storyboarded and animated narrative cutscenes and gameplay mockups in Adobe After Effects.
- Set specs and provided quality control for other team members' deliverables to ensure consistency across all assets, and with established game visuals.

Marketing

- Designed studio logo, branding guidelines, and studio website.
- Animated branded assets used in investor, sponsorship, collaboration, and publisher presentations.
- Created promotional animations for use on social media.
- Directed administrative setup of Discord fan community and Patreon.

Trade Shows and Conventions

- Designed exhibition booth layout at Super MAGFest 2026 in Washington DC, including modeling a simple 3D mockup in Blender, designing and ordering booth banners and backdrops, informational pamphlets, signage, business cards, and sticker sheets.
- Ran exhibition booth at Super MAGFest with 25,000+ attendees - promoted the studio's flagship game, facilitated guests in playing the game demo, answered questions about game development, set up and took down equipment and decor.
- Flagship game *The Magus Circle* has been/will be showcased at: PlayX4, SuperMAGFest, Steam Next Fest, Tokyo Game Bridge, Contents Universe Korea, and Beaver Rocks Indie Game and Cultural Festival.

Awards

- 2025 Indie Craft Domestic/Community Division's TOP 50 games
- Smilegate's 17th Future Lab Cohort
- Sponsorship from Korea Indie Game Society

BROADRIDGE

2024 - 2025

S&P 500 global company that provides communications, technology, data, and intelligence solutions for the financial services industry.

Senior Design Developer

Graphic Design

- Overhauled visual branding of proxy statements and annual reports for clients, including customized infographics, page layouts, and front and back covers.
- Built style mockups and spec sheets in Adobe Illustrator, specifying font usage, approved brand colors, headings, unique use cases, for internal teams to reference for client use.
- Quality checked documents and pre-press proof.
- Formatted Adobe Illustrator and EPS files for CMYK printing and XPP conversion.

Marketing

- Worked with numerous global companies to refresh and innovate on their past marketing document designs, including:

- | | | |
|---|---|---|
| • Orion S.A.
<i>Chemical Production</i> | • Bausch + Lomb
<i>Eye Health Products</i> | • Allison Transmission
<i>Vehicle Propulsion Manufacturing</i> |
| • Union Pacific
<i>Railroad Transportation</i> | • Best Buy
<i>Consumer Electronics</i> | • Garrett Motion
<i>Vehicle Turbocharger Engineering</i> |
| • Ameris Bancorp
<i>Banking</i> | • Alaris Equity Partners
<i>Private Equity</i> | • Drilling Tools International
<i>Oilfield Services</i> |

EDUCATION

NEW YORK UNIVERSITY

Tisch School of the Arts

Film and Television - Major

Video Game Design - Minor

Bachelor of Fine Arts - 2021

LANGUAGES

- English - Fluent
- Mandarin Chinese - Fluent

ADDITIONAL WORK EXPERIENCE

BONJOUR GIRLS

Volunteer Graphic Designer

Oct 2025 - Present

New York-based non-profit organization dedicated to providing diverse support for Asian women.

- Designed print and digital materials for use at events, including presentation slides for keynote speakers, signage, and postcards.
- Designed branded graphics for social media.
- Assisted in setup, running, closing, and clean up of events with 200+ attendees.

NYU STUDENT TECH CENTER

Assistant

Sept 2019 - Mar 2020

New York University-run locations that provide IT support and tech services.

- Created digital graphics for use in emails and cards in Adobe Photoshop.
- Formatted customer files for large format printing.
- Set up gaming consoles (Playstation, Xbox, Nintendo Switch), VR consoles (HTC Vive, Oculus Rift), projectors, and visual and audio recording equipment for use.

ID TECH CAMPS

Counselor

Jun 2019 - Aug 2019

Global summer camp dedicated to teaching children computer technology.

- Taught children ages 7 - 17 software (video editing, screen recording, Adobe Creative Suite, 3D Maya) and hardware (camera, microphone, computer) skills.

GVATE LLC

Intern

Sept 2016 - Jun 2017

Digital marketing and SEO management company.

- Animated short videos defining digital marketing terminology in Blender and iMovie.

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EXPERIENCE (Cont.)

ELSEVIER

2021 - 2024

Academic publishing company specializing in scientific, technical, and medical content.

Designer | Animator

Graphic Design

- Worked with practicing medical professionals and production editors to design medical reference textbook covers across multiple series in Adobe InDesign.
- Designed page layouts for the front matter and table of contents, incorporating medical photography, microscopic images, and illustrations.
- Formatted Adobe InDesign and Photoshop files for CMYK, RGB, and 5-color printing.
- Quality checked pre-press proofs before final print, and troubleshoot any errors returned by printer.

Animation

- Delivered weekly workshops on the fundamentals of animation, Toon Boom Harmony, and Adobe After Effects, advising on various animation projects.
- Edited existing Adobe After Effects files to fit ongoing production needs.

AUGUST RABBIT STUDIO (ARS)

2018 - PRESENT

Visual media company, providing services in graphic design, animation, video editing, social media, and motion graphics.

Designer | Animator | Video Editor | Motion Graphics

Clients

- Pounding Pavement 101 - Recruitment, career counseling, and job searching coaching company.
- Sagacity Legal - Law firm focused on intellectual property, trademarks, and patent management.
- Poke Time - Poke bowl and boba tea restaurant.
- Scorus Solutions - Scotland-based IT consulting company.
- Dr. Chery LeJewell Jackson - Industrial-organizational psychology speaker, writer, and consultant.
- Rue Le Fanu - Vtuber, livestreamer, artist.

Video Editing

- Created custom branded animations and motion graphics.
- Edited speaker video demo and channel trailer in Adobe After Effects.
- Edited informational, talking head videos and shorts for regularly scheduled YouTube releases and educational courses.
- Edited and timed closed captioning using VEED.

Graphic Design

- Designed graphics for social media use.
- Designed logos and promotional signage in Clip Studio Paint, Adobe Photoshop, Adobe Illustrator, and Procreate.
- Edited photos for use in marketing in Adobe Photoshop.
- Formatted graphics and text for a digitally distributed informational eBook.

Animation

- Animated custom branded livestream waiting screen and stinger transition.

PROJECTS

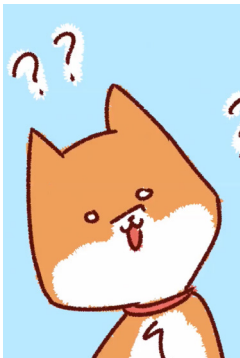


TO THE KING

2023

Original music video inspired by the game Hollow Knight, created in collaboration with multiple artists.

- Animated a shot based on storyboards and layouts in Toon Boom Harmony.
- Composited footage and added visual effects in Adobe After Effects.
<https://youtu.be/y73cEwyqSqA?t=154>



DOGGY MARCH

2020

Short animated film about my dad, my dog, and the uselessness of fences.

- Created storyboards and layouts.
- Designed characters and illustrated backgrounds in Adobe Photoshop.
- Animated and colored all scenes in Toon Boom Harmony.
<https://youtu.be/gsUiF810J04>



SONIC X REANIMATE

2019

Collaboration in reanimating an episode of the anime series Sonic X.

- Animated and formatted a shot based on existing footage in Toon Boom Harmony.
- Animated a character to be greenscreened in end credits.
<https://youtu.be/RFvDJojoIWE?t=1034>



FIRST ROBOTICS

Global organization dedicated to inspiring young people to be science and tech leaders by engaging them in mentor-based programs that build science, engineering, and technology skills.

Animation Subdivision Leader

Animation

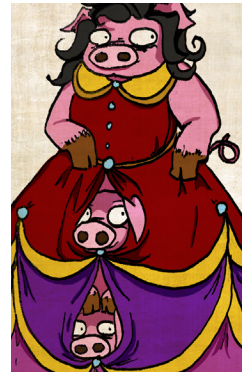
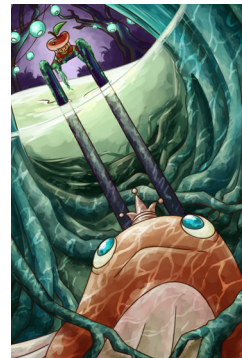
- Directed a team of 4-6 animators to work on narrative and safety PSA projects.
- Taught the fundamentals of 3D animation, the production pipeline, and Blender software.
- Created storyboards and thumbnails for production use.
- Designed characters, backgrounds, props, and lighting.
- Modeled, rigged, and animated characters, props, and backgrounds in Blender.
- Composited shots, edited videos, added sound effects and background music in iMovie.

Graphic Design

- Designed and illustrated logos for pins, banners, and T-shirts using Adobe Photoshop.

Awards

- 2017 Digital Animation Award - Top 10
- 2017 Festival of Champions Winner
- 2017 World Championship - St. Louis Winner
- 2016 Dave Lavery Animation Award - Judges Award



ART ZINES

2019 - PRESENT

- Beloved Fish Zine
- Hollowhome: A Hollow Knight Zine Vol. 2
- Skin Deep: A SVSSS Creatures Zine
- Steel Thy Zine!
- Soul Carnival Zine
- Hunter's Journal Zine
- Void Art Mini-Zine
- The Invincible, Fearless, etc. Zote Mini-Zine

Sales from projects have been donated to Human Appeal Australia, Direct Relief for Hurricane Ida, the National Alliance on Mental Illness, and the NAACP Legal Defense Fund.

- Illustrated art prints and print assets using ink, Clip Studio Paint, and Adobe Photoshop.
- Illustrated for physical merchandise, including keychains, postcards, and playing cards.
- Formatted images for digital and print distribution.
- Promoted sales and releases on social media, including illustrating custom art.

GAME ASSETS

2017 - 2019

Studio Slaughter • AntiChrist • 1403 • Monarch Mayhem • Singled Out • Dungeons & Dragons

- Designed and illustrated characters and visual assets using Adobe Photoshop for various student game development assignments and game jams.
- Formatted images and prototype assets for large format printing.
- Designed, prototyped, and playtested board and card games.

2013 - 2017