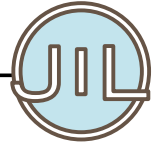


# JI-MING LIN

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## EDUCATION

<b>MADISON AREA TECHNICAL COLLEGE</b> Associate Degree in Applied Arts, Interior Design	Jan. 2010 to May 2012 Madison, WI
<b>NEW YORK UNIVERSITY, DEPT. OF CULTURE AND COMMUNICATION</b> Master of Arts in Media Ecology, Studies in Communication Thesis: MMOGs (Massively Multiplayer Online Games)	Jan. 2006 New York, NY
<b>NATIONAL TAIWAN UNIVERSITY, DEPT. OF POLITICAL SCIENCE</b> Bachelor of Arts in Political Science from the most prestigious university in Taiwan	June 2003 Taipei, Taiwan

## WORK EXPERIENCE

<b>DESIGN INTERN, PLEASANT LIVING - SHAVER/MELAHN STUDIO, LTD.</b> Created drawings in AutoCAD and 3D renderings in SketchUp. Participated in the design process, client meetings, and retail store management.	Jan. 2012 to the Present Madison, WI
<b>ASSOCIATE PRODUCER, BIG HUGE GAMES/THQ</b> <b>PRODUCED <i>KINGDOMS OF AMALUR: RECKONING</i>, PUBLISHED BY EA</b> Art producer on an open-world RPG title. Managed pipeline, scheduled milestones, and tracked tasks and assets for the Art department, including concept, character, animation, environment, Effects, and UI. Also contributed to the dungeon design and layout.	Sept. 2008 to May 2009 Baltimore, MD
<b>ASSISTANT PRODUCER, EDGE OF REALITY, LTD.</b> <b>PRODUCED <i>THE INCREDIBLE HULK</i>, PUBLISHED BY SEGA</b> Managed production tasks for the environment squad (approximately 30 people), with both in-house and outsourced assets; oversaw work flow, assigned tasks, and scheduled short- and long-term goals. Also worked as production lead and QA lead for the Wii platform.	Feb. 2007 to May 2008 Austin, TX
<b>OPERATION COORDINATOR, VIVA MEDIA PC GAME PUBLISHING CO.</b> Reviewed potential games for publishing, oversaw quality assurance, and produced trailers. Maintained invoice and inventory records. Identified release venues.	Oct. to Dec. 2006 New York, NY
<b>PRODUCTION ASSISTANT, SMALL WORLD TELEVISION</b> General assistance in preproduction, production, and postproduction on 15 Chinese television shows. Started the office in New York City. Recruited interns, translated and interpreted between Chinese and English.	Mar. to Jul. 2006 New York and Beijing

## ACTIVITIES

<b>PRESIDENT</b> <b>AMERICAN SOCIETY OF INTERIOR DESIGNERS, STUDENT CHAPTER AT MATC</b> Held the 5 <sup>th</sup> annual Chair-ity auction and student events. Led the board.	July 2011 to May 2012 Madison, WI
<b>MEMBER</b> <b>HONOR SOCIETY, PHI THETA KAPPA, AT MATC</b>	Jan. 2011 to the Present Madison, WI

## SKILLS

<b>INTERIOR DESIGN</b>	Proficient with AutoCAD and SketchUp. Familiar with Photoshop, Max, and Maya.
<b>PRODUCTION</b>	Senior level project management. Knowledgeable of dev cycle, and client relations.
<b>MARKETING</b>	Familiar with social media. Experience setting up websites.
<b>LEVEL DESIGN</b>	Built 3D levels for an open-world RPG. Certified in the Unreal Tournament 2004 Editor.
<b>LANGUAGE</b>	Fluent in Mandarin (native speaker).