



# VICTOR LIN

DIGITAL COMPOSITING

## Contact

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## Skills

### Softwares

- ◆ Maya/ Nuke/ ZBrush/ Substance Painter  
Marmoset Toolbag/ Adobe After Effects  
Unreal Engine/ Houdini/ Davinci Resolve  
Photoshop/ Mocha

### Renderer

- ◆ Arnold / Renderman / Mantra

### Systems

- ◆ Windows / Linux / Mac OS

### Language Skills

- ◆ Chinese / English

## Strengths

- Compositing
- Lighting
- Look Development
- Environment Art
- World Building
- 3D Modeling (Hard Surface & Organic)
- Real-time Rendering & Optimizations
  
- Goal driven
- Communication
- Organized
- Leadership
- Composition and framing
- Creative
- Teamwork

## Experience

- ◆ **Compositor**  
The Whiskytrees Southern Corporation - Alpharetta, GA  
(May 2022 - Present)  
Utilize CG elements and CG integration tasks.
- ◆ **Compositor**  
Crafty Apes LLC - Atlanta, GA (Jun 2022 - May 2024)  
Blue/green screen keying, tracking, roto, lineups and adding elements etc.
  - A Family Affair, The Exorcist: Believer, Gen V and more.
- ◆ **Freelance Compositor - Echo 3 (Apple TV)**  
Self-employed - Atlanta, GA (Jul 2022 - Oct 2022)  
Hired by Wise Reflection, Inc. to deliver VFX shots for Echo 3 Season 1, Episode 1, "Flyaway," and 6, "Habeas Thumpus."
- ◆ **2D Compositing Intern**  
Hinge - Portland, OR (Jun 2021 - Dec 2021)  
Internship, compositing for Hy-Vee H House commercial and What We Do In The Shadows S3 episode 7 "The Siren." Also helped out with rotoscoping and setting up project files.
- ◆ **Head Motion Graphic Designer / Video Editor**  
Whatsmedia Inc. - Taipei, Taiwan (Feb 2019 - Jul 2019)  
Working at an advertising agency as Motion Graphic Designer and Video Editor for multiple clients and government projects in Taiwan

## Education

- ◆ **Savannah College of Art and Design** 2019 - 2022  
Pursuing M.F.A. in Visual Effects Savannah, GA
- ◆ **Shih Hsin University** 2013 - 2016  
B.A. in Department of Radio, Television and film  
- (Division of Film) Taipei, Taiwan

## Collaborative Projects

- ◆ **Matte Painting/ Environment**  
SCAD x The Mill - Savannah, GA (Mar 2021 )  
Worked on matte painting and Unreal Engine environment for a mock commercial in The Mill's collaborative mentorship class

## Academic Achievement

- ◆ **Graduate Achievement Honor Scholarship**  
Savannah College of Art and Design (2019-2022)