


Joyce (Yun Yin) Lin

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 Toronto, ON

I'm an experienced technical level designer with multiple game engines. I have a great passion for video games, and I enjoy collaborating with teams to bring creative ideas to life. With a strong background in technical implementation, design, and cross-disciplinary integration, I focus on constructing level layouts and implementing gameplay flows while delivering immersive experiences.

WORK EXPERIENCE

Avatar: Frontiers of Pandora – From the Ashes, Ubisoft Toronto 2025
Event Scripter

- Implement and integrate scripted events and cinematic sequences into the game using the proprietary engine Snowdrop.
- Collaborate closely with multiple departments and global studios, including animations, VFX, lighting, level design, and level art teams.
- Create various scripts using visual scripting tools.
- Integrate animated, gameplay and interactive objects and scripted cameras.
- Maintain cinematic sequences and scripted events to ensure seamless integration across levels and assets changes.

OTHER PROJECTS

Ubisoft Toronto NEXT (Winner) Oct 2024 – Jan 2025
Event Scripter **Unreal Engine 5**

- Developed design documents for all cinematic and narrative events.
- Implemented scenes and scripted events using Sequencers and Blueprints.
- Designed and integrated branching narrative choices events within cutscenes to fully enhance player agency and storytelling.
- Integrated animations into sequences and ensured scenes functioned correctly within the level.
- Created a detailed change list document that recorded all modifications throughout development.

Nano CODE:X (Shipped) 2026
Independent Development **Unreal Engine 5**

- Designed and implemented the game, including gameplay system, mechanics, and aesthetic.
- Built and iterated on gameplay and levels.
- Designed and developed UI/UX.
- Created and integrated visual assets.
- Implement audio, effects, and game feel polishing.

EDUCATION

Sheridan College, Oakville
Graduated 2023

Postgraduate Certificate –
Game Level Design

Key Achievements:

Awarded Ubisoft Toronto
Scholarship Winter 2023

University of Toronto, Mississauga
Graduated 2019

Honours Bachelor of Science –
Statistics / Mathematics /
Computer Science

SKILLS

- Game/Level Design
- Visual Scripting
- Programming/Debugging
- Data Analysis
- Digital Painting
- Communication/Teamwork
- Problem Solving

TOOLS

- Unreal Engine 5
- Unreal Blueprint
- Unity
- C#, C++
- Git
- Autodesk Maya
- Adobe Photoshop
- Java, Python, SQL