

Yun Yin (Joyce) Lin

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 Toronto, ON

I'm an experienced game developer with 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 rapid prototyping while delivering immersive player experiences. I'm always eager to learn, iterate, and contribute to engaging, high-quality games.

WORK EXPERIENCE

Unannounced Project, Ubisoft Toronto

May 2025 – Present

Event Scripter

- Implement and integrate scripted events and cinematic sequences into the game engine in close collaboration with animation, programming, sound, level design, and level art teams.
- Create various scripts using visual (node-based) 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 Beat Template Documents to design all cinematic and narrative events for the given level.
- 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.

CODE:X, Obviously Cool Studio

May 2023 – Aug 2023

Game/Level Designer, Scripter, UI Programmer

Unity

- Designed the core game mechanics and systems for a third-person action game.
- Designed and built the tutorial level from initial paper design to greyboxing, and finally integrated art assets.
- Implemented gameplay elements and events.
- Developed and programmed the UI system.
- Gathered and analyzed results from playtest sessions during different development stages and created change lists based on feedback.

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*

OTHER WORK EXPERIENCE

Internect Corp., Toronto

Data Analyst May 2019 – Apr 2020

Maui Jim Sunglasses, Mississauga

Data Entry Mar 2021 - Oct 2021

SKILLS

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

TOOLS

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