

Jaye Lin

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Baltimore, MD

Education

University Of Minnesota:
Twin Cities
(2014-2018)
Bachelors of Fine Arts
Concentration:
Animation and Illustration

Maryland Institute Of Art
And Design
(2019-2022)
Bachelor of Graphic Design
Concentration:
Web and UX Design

Proficient

Adobe Suite, Clip Studio
Paint, Procreate, Microsoft
Office, Miro

Skills

Graphic Design
UI/UX Design
Web Design
Coding (HTML, CSS)
Concept Creation,
Editorial Illustration
Children's Illustration
2D Animation
Editorial Animation

Work Experience

Junior Designer at OSW

January 2022 – May 2022

As a junior designer, my job consisted of everything I did as an intern. In addition to that, I was further integrated into the company, which allowed me more freedom to initiate and communicate with other departments. During this time, I was allowed to lead the rebranding of our podcast. I researched other brands and integrated assets that made ours more intuitive and easier to use across the board.

Design Intern at OSW

June 2021 - December 2021

As a design intern I worked on tasks delegated to me by my Art Director. While I worked in this position, I created content for multiple platforms such as web and media graphics, video editing, book layouts and posters along with anything else that needed visuals assets.

Freelance Illustrator & Designer

2019 – Current

While working as a freelancer I communicated, collaborated and developed content that would satisfy my client. I use guided questions to analyze what the client wants at a conceptual level. By using this strategy, I present multiple iterations that would integrate feedback from my client to produce a satisfactory visual brand.

Animator

June 2017 – August 2017

The production was a collaboration between 4 animators (freelance) and 1 indie crew. The animators designed a series of animatics that were overlaid on the original footage to create a multimedia film.

Volunteer Illustrator

2017 – May 2017

I offered my services to create editorial illustrations for the University of Minnesota papers. The paper was called "The Wake" and I worked together with the media team to design illustrative prints that enhanced the quality and layout of the paper.