ADELLE LIN

917 963 2238
adelle.lin@gmail.com
http://adelle.ninja

Is a designer who enjoys creating interactive experiences that connect people in unexpected ways. As comfortable working with power tools as with business strategy, Adelle is excited by projects that explore methods of expressing narratives and are respectful of context, site and community.

EXPERIENCE

DESIGN TECHNOLOGIST AT NEW-YORK HISTORICAL SOCIETY
2014 - Current, New York
Design and develop media and interactive experiences for special exhibits UX / UI design, physical computing elements, 3D modeling, video editing and animations in collaboration with curators, exhibit designers and contractors.

PROJECT MANAGER AND DESIGNER AT SMART ROOF NYC
Fall 2011, 2014, New York
Managed schedules, budget, clients and contractors for a retail and multi-residential project. Produced design and UX for rooftop project information kiosk and company website.

ARCHITECTURAL EXPERIENCE DESIGNER AT CROWD PRODUCTIONS
2011 - 2013, Melbourne
Produced and delivered design concepts, prototypes and workshops in collaboration with a UX design team for commercial banking projects and experiential events.

STRATEGIC CONSULTANT AT SPP CONSULTING
2008 - 2010, Melbourne
Developed business, go-to-market and acquisition strategies for a range of corporate, education and research clients.

EQUITIES RESEARCH ANAYLST AT CREDIT SUISSE
2006 - 2007, Melbourne
Produced financial forecasts and equity research reports, as well as research trend reports on the metals and mining industry.

EDUCATION

NYU POLYTECHNIC SCHOOL OF ENGINEERING
Masters of Science - Integrated Digital Media, 2015 - current
GPA 4.0
Focused on interactive technology such as AR / VR, game design and machine learning

ROYAL MELBOURNE INSTITUTE OF TECHNOLOGY (RMIT)
Bachelor of Design (Hons.), 2009 - 2013, Melbourne
First Class Honors - GPA 3.8
Focused on architecture, interior experiences, urban installation, games and interaction
Teaching assistant and Software Lab Tutor
Student representative on the Program Advisory Committee and School Strategic Review

THE NEW SCHOOL, PARSONS
Exchange to the School of Built Environments, 2011, New York
Focused on sustainable architecture and urban installation

UNIVERSITY OF MELBOURNE
Masters and Bachelor of Business (Actuarial), 2001 - 2005, Melbourne
Focused on mathematics, economics and strategy
Teaching assistant at the School of Economics

ACHIEVEMENTS

2015 NYU Tandon School of Engineering full academic scholarship
2015 Harvestworks "Creativity + Technology = Enterprise" grant
2014 MakerFaire "Blue Ribbon" Editors Choice Award for WobbleWonder
2014 Come Out and Play Festival "Best Use of Space" for Who's That Loft
2013 RMIT Dean's List
2010 Honor Key Society
2008 "Green Room Award" (performing arts) for Melburnalia
2005 Melbourne University Exchange Scholarship to European Business School

DEVELOPMENT

CODE LIBERATION FOUNDATION
2015 - current, New York
Organize and teach coding workshops to facilitate women in game design and other technology fields.

GAMES AND EXPERIMENTAL ENTERTAINMENT LAB (GEELAB)
2013, Melbourne
Produced concept, UX Diagrams and promotional video for a social network game application for diabetes management on behalf of the Diabetes Foundation.
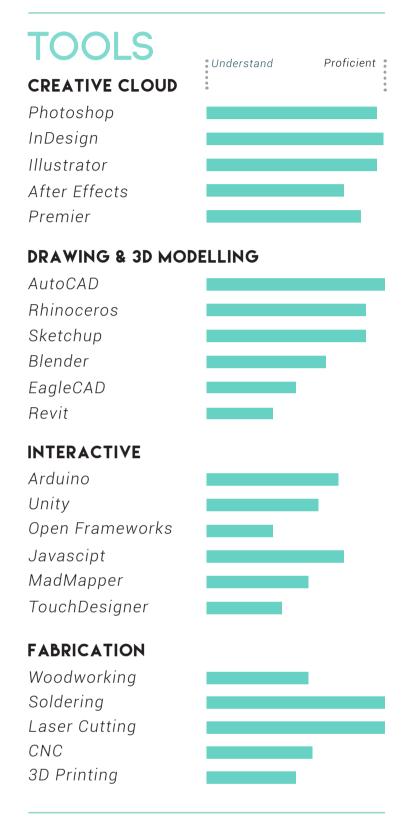
PERSONAL

LANGUAGES
Mandarin, Malay, Cantonese

INTERESTS
Vintage shopping, dancing, coding, festivals, moonlighting as a video animator, coffee

TOOLS

Understand — *Proficient*

CREATIVE CLOUD
Photoshop
InDesign
Illustrator
After Effects
Premier

DRAWING & 3D MODELLING
AutoCAD
Rhinoceros
Sketchup
Blender
EagleCAD
Revit

INTERACTIVE
Arduino
Unity
Open Frameworks
Javascipt
MadMapper
TouchDesigner

FABRICATION
Woodworking
Soldering
Laser Cutting
CNC
3D Printing

EXHIBITS

A MAZE. FESTIVAL 2015
Night Games
SparkCore, Teensy, Sensors, Processing, Blender, Wood working, Laser cutting, Geodesic Dome Assembly

NEW YORK MAKERFAIRE 2014
WobbleWonder
Unity, Oculus Rift, Leap Motion

COME OUT AND PLAY FESTIVAL 2014
Who's That Loft
UV ink, UV torches, perspective maps, puzzle

HARVESTWORKS 2014
Night Games
OpenFrameworks, Arduino, FM Synthesis Generator

DIFFERENT GAMES FESTIVAL 2014
FREEPLAY FESTIVAL 2013
Word of Mouth
Unity, Arduino, iPad, Camera, AppleScript

INTERNATIONAL JAZZ FESTIVAL 2012
Project Mapped Stalactites @ The Cave
Rhino, Mad Mapper, Aluminum, Corflute