Jasper Lin

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⊢ Education ⊢

School of Visual Arts	**University of Massachusetts**
New York, NY, May 2011	Amherst, MA, May 2006
M.F.A., Computer Art	B.S., Computer Graphics

⊢ Skills ⊢

3D Animation/Visual Effects	Video Shooting/Compositing/Editing	Laser Cutting/CNC Fabrication
2D Animation/Motion Graphics	Sound Design/Recording/Editing	3D Printing/Rapid Prototyping
Particles/Dynamics Simulations	Music Recording/Compositiong	Programming/Web Development

⊢ Software ⊢

Maya, Blender, Houdini, zBrush, Sculptris, Nuke, After Effects, Premiere Pro, Protools, Audition, Photoshop, Illustrator, InDesign, Flash/Animate, Rhino, SolidWorks, NetFabb

⊢ Hardware ⊢

DSLR Cameras, DV Camcorders, Digital Cinema Cameras, Zoom H4 Audio Recorders, Digidesign Mbox Recording Interfaces, Stratasys/MakerBot/Ultimaker/Formlabs 3D Printers, Universal/Epilog Laser Cutters, ShopBot CNC Routers, Epson/Canon/HP Large Format Printers, Mac/Windows/Linux Workstations and Servers, Wired/Wireless Networking Administration, Basic Circuitry/Soldering/Wiring (incl. Arduino)

⊢ Teaching Experience ⊢

Jan 2018 – Present
Dept. of Art and Design, Queensboro Community College, Bayside, NY
Assistant Professor. Teaching computer graphics courses in an A.S. degree program in Digital Art and Design. Developed and implimented an overhaul of the Digital Arts curriculum, focusing on updating and modernizing all video and animation courses. Courses taught include: Digital Imaging, Digital Animation, Motion Graphics.

Sept 2018 – Present
MFA Computer Art Dept., School of Visual Arts, New York, NY
Adjunct Faculty. Teaching animation courses and advising thesis students at the Graduate level for the MFA Computer Art program. Courses taught include: Narrative and Visual Storytelling, Digital Storyboarding.

Jan 2018 – May 2018
Dept. of Digital Art and Design, New York Institute of Technology, New York, NY
Adjunct Faculty. Taught computer animation courses at Graduate and Undergraduate levels for the MFA and BFA programs of Digital Art and Animation. Courses taught include: 3D Modeling and Animation

Jan 2013 – May 2018
Dept. of Art and Design, Montclair State University, Montclair, NJ
Adjunct Faculty. Taught computer animation courses of various skill levels and concentrations for the BFA Animation/Illustration major. Courses taught include: Introduction to 3D Animation, Lighting and Rendering, Animation Production, and Advanced 3D Animation.

Sept 2006 – Jan 2008
Dept. of Computer Science, Mt. Holyoke College, South Hadley, MA
Lab Instructor. Instructed lab sessions for several courses in the Computer Science department, covering topics ranging from Photoshop basics and web design to advanced Object Oriented Programming. Assisted professors in grading labs, homeworks, and exams.

Sept 2004 – June 2008
Center for Knowledge Communication, UMass, Amherst, MA
Animation Instructor. Helped develop and teach a 3D Character Animation course designed for students of all skill levels and backgrounds. Monitored and maintained the department's Animation Computer Lab.

Guest Lectures

Sept 2011 – Present
Oxford Film Festival, "Technology of Animation," *Panelist*
Parsons School of Design, MFA Design and Technology, *Guest Critic*
Parsons School of Design, BFA Product Design, *Guest Lecturer*
School of Visual Arts, MFA Computer Art, *Workshop Instructor, Thesis Advisor*
Columbia University, School of the Arts, MFA Visual Arts, *Workshop Instructor*
New York Institute of Technology, Digital Art and Animation, *Student Film Festival Jurist*

Production Experience

Dec 2018 – Mar 2023
"The Misprint" - Short film, directed by Jasper Lin, Queens, NY
Director, Animator, Compositor, Sound Designer. A self-produced animated short film created with a blend of digital animation, 3D printing, and stop-motion techniques. The film was completed with assistance from the PSC-CUNY Research Award Program, premiered in Aug 2023, and has screened at festivals worldwide.

Dec 2015 – Jan 2019
"The Spirit Seam" - Short film, directed by Ashley Gerst, Brooklyn, NY
Digital Fabricator. Performed 3D printing and laser cutting for miniature stop-motion film sets. Converted, cleaned, and outputted digital modeling files for 3D printing. An independently-produced collaborative project, the hybrid 3D/stop-motion animated short film premiered in Jan 2019 and has screened at festivals worldwide.

Sept 2011 – Jan 2018
PrintFX/FabLab, Fashion Institute of Technology, New York, NY
Graphics Lab Coordinator. Managed the day-to-day operations of a full-service output bureau providing digital fabrication services (3D printing and laser cutting), large format/specialty inkjet printing, and fabric printing. Supervised three full-time staff members and several part-time student workers. Provided students and faculty with technical and creative support, worked with administration to develop fabrication lab growth.

Jan 2008 – Dec 2011
HitPoint Studios, Greenfield, MA
Flash Developer, 3D Generalist. Programmed, designed, and coordinated art production for casual games, advertisements, and interactive web applications. Integrated Flash applications with server-side infrastructure, retrofitted and upgraded game engines, modeled and textured 3D game design assets.

Aug 2007 – Dec 2007
Powderkeg, Inc, Great Barrington, MA
3D Generalist. Performed a wide variety of 3D and CGI production tasks including animation, modeling, texturing and lighting. Assisted Technical Direction artists with particle effects and simulations. Performed maintenance, upgrades, and repairs for artist workstations and render farm nodes.

Sept 2005 – Aug 2007
"The Incident at Tower 37" - Short film, directed by Chris Perry, bitfilms/Hampshire College, Amherst, MA
Character Animator. Performed character and facial animation on multiple primary characters. Additional duties included secondary/clean-up animation and 3D camera layout. A collaborative project between students and professional artists, the animated short film premiered in April 2009 and has screened at festivals worldwide.

Awards

Personal
"The Misprint"
Best Super Short - Chain NYC Film Festival
Academic Scholarship, Fall 2009, School of Visual Arts.
Dean's List, 2005-2006, University of Massachusetts.

Group
"The Spirit Seam"
Best Animation - South Film and Arts Academy Festival
Best Animation - Cine Fern Online
3rd Place Jury Award, 1st Place People's Choice Award - Standing Rock Film Festival