



# Charles 'Ko' C. Lin

Animator | Maya Generalist

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Bachelor of Science, Computer Animation  
Full Sail University | Orlando, FL – April 2008

WWW.ANIMATIONSPO.T.NET

## || Experience ||

**Character Animator, Phoenix Online Studios:** November 2010 – December 2010  
*PC Game Development – The Silver Lining Ep.3*

- Character Animation

**Character Animator, Ragdoll Worldwide, UK:** February 2010 – April 2012  
*Children's BBC Television Series – The Adventures of Abney & Teal*

- Primary Character Animation
- Technical Direction
- Hard Surface Modeling / Rigging / Texturing
- Tools Scripting/Development
- Pipeline Development

**3D Lead / 3D Generalist, Purple Media Ltd, UK:** September 2009 – March 2010  
*VFX/3D Department – Various Contracts*

- Production and Management of Entire 3D Pipeline
- Creative Lead and Supervision of Junior Artists

**Animator / Texture Artist, Devils Angels & Dating:** August 2009 – October 2009  
*Web Collaboration – "Devils Angels & Dating"*

- Character Textures

**Freelance Animator, King Bee, UK:** June 2009 – July 2009  
*Ad Competition - Hewitt Packard: "Day in the Life of Mr. Z"*

- Character Animation
- Pipeline Development
- Environment Concept / Design
- Hard Surface Modeling

**Character Animator, Losq Bros:** May 2009 – July 2009  
*Animated Short: "Mouse's Tale"*

- Character Animation
- Prop Animation

**Freelance Animator, Shilo West, CA:** August 2008 – October 2008  
*TV Spot - Kraft: "Tale of the Magical Krackers"*

- Character Animation
- Prop Modeling

**Freelance Animator, Lion & León Productions, TX:** June 2008 – August 2008  
*Animated Short Title: "Optitronic"*

- Character Animator, Previs
- General Consultant

**Animation Intern, Shilo West, CA:** June 2008 – July 2008  
*TV Spot - Mercenaries 2: "Ca\$h"*

- Character Animation
- Cleanup and Secondary Animation
- VFX Animation Support

## || Skill Sets ||

### Proficiencies

- Autodesk Maya
- Adobe Photoshop and Corel Painter
- After Effects and Apple Shake
- Sony Vegas Video
- Andersson Tech SynthEyes

### Professional Attributes

- Cross package proficiency for animation - including Maya, MAX, Motion Builder, and Blender.
- Technical and aesthetic understanding of movement, emotion, and reaction
- Team driven with strong positive attitude toward direction and critiques

## || Awards ||

- 2009 San Diego ADDY Creative Show: Television: Best in Show**  
Shilo - EA - Mercenaries 2: World in Flames
- 2009 San Diego ADDY Creative Show: Television: Gold Award**  
Shilo - EA - Mercenaries 2: World in Flames
- 2009 San Diego ADDY Creative Show: Television: Gold Award**  
Shilo - Kraft - Tale of the Magical Krackers