

Andrea Lim

EDUCATION

University of Southern California, Viterbi School of Engineering Master of Science, Computer Science (Game Development)	Aug 2025 - May 2027
▪ Relevant Coursework: 3D Graphics & Rendering, Computer Animation & Simulation, Game Engine Architecture ▪ <u>Recommended</u> by Sr. Lecturer of Technology and Applied Computing	

University of Southern California, School of Cinematic Arts Bachelor of Fine Arts, Game Development and Interactive Design (STEM-designated degree)	Aug 2022 - May 2025
▪ 3.93/4.0 GPA (Summa Cum Laude) with Video Game Programming minor emphasizing on C++	

EXPERIENCE

Nice Dream Games - <i>Goodnight Universe</i> (Tribeca Game Award 2024 Winner)	Jan 2024 - Dec 2024
3D Animator (Contract)	
▪ Implemented Animations in Coordination with Gameplay: Leveraged Unity's Timeline, Animation Blend Tree and Playmaker visual scripting plugin to implement hand-key and mocap animations for scenes directly in Unity.	
▪ Solved Gameplay Animation and Rigging issues: Solved constraints, event calling and translation offset issues integral to gameplay which relies heavily on narrative and animation.	
Sony Immersive Music Studios	Jun 2023 - Aug 2023
Immersive Entertainment Intern	
▪ Rapid Prototyped Immersive Experiences in Unreal Engine 5: Utilized blueprints and C++ in Unreal Engine 5, and experimental Mocopi technology, emphasizing on stylized virtual environments and the Metahuman framework.	
▪ Pitched Captivating Immersive Prototypes: Collaborated with fellow interns to present prototypes to diverse teams domestically and internationally within Sony, effectively highlighting potential and value.	
Ajax Group LLP - Tesseract: War of Being	Feb 2023 - Apr 2023
Freelance Mocap Character Animator	
▪ Refined Motion Capture Data Within Unreal Engine 5: Crafted cinematic sequences featuring intense samurai sword fights for music video with over 1.3 million views.	
▪ Enhanced Quality of Animations: Leveraged Sequencer, constraints, and spatial adjustments to skillfully incorporate exaggerated poses and impactful movements for heightened visual impact.	

PROJECTS

<u>Absolution</u> - 3D horror narrative game (Unity) chosen to be showcased at USC Games Expo 2025	Apr 2024 - May 2024
Solo Developer	
▪ Designed Scalable Branching Dialogue and Events System: Used combination of C# and visual scripting plugin to create a system easily expandable for game content and cinematics.	
▪ Iterated on Content and Design by Conducting Regular Playtests: Recorded bugs and made improvements across various stages in the development timeline using the RITE testing method.	

<u>Blindsight: War of the Wardens</u> - 3D third-person martial arts game (Unity)	Aug 2022 - May 2023
Lead Animator	
▪ Led a Globally Distributed Team of 8 in Animation Pipeline: Planned character animation pipeline, provided guidance and approval of animations throughout process, leading team to create over 50 unique humanoid animations.	
▪ Fixed Over 10 Major Animation and Rigging Bugs: Liaised with designers and engineers, identifying and resolving game-breaking animation and rigging bugs.	

ACCOMPLISHMENTS

<u>Machine Learning Specialization</u> , DeepLearning.AI and Stanford Online	Jul - Aug 2025
▪ 3-course program to master fundamental AI concepts and develop practical machine learning skills, including supervised/unsupervised learning concepts, model optimization, and deployment pipelines.	

SKILLS

Languages: C++, C#, Python, HLSL, TensorFlow, scikit-learn

Software: Visual Studio, Unity, Unreal Engine 5, Perforce, Git, Autodesk Maya, Rokoko Studio, Motive

Skills: Game Engine Programming, Graphics (Animation, Shader, Post-Processing) Programming, Gameplay Programming, Multi-threading, Debugging, 3D Animation, Rigging