

# Andrea Lim

## EDUCATION

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### University of Southern California, Viterbi School of Engineering

Aug 2025 - May 2027

Master of Science, Computer Science

- Relevant Coursework: 3D Graphics & Rendering, Computer Animation & Simulation, Game Engine Architecture

### University of Southern California, School of Cinematic Arts

Aug 2022 - May 2025

Bachelor of Fine Arts, Game Development and Interactive Design (STEM-designated degree)

- 3.93/4.0 GPA (Summa Cum Laude) with Video Game Programming minor emphasizing on C++

## EXPERIENCE

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### Nice Dream Games - Goodnight Universe (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

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### Unchained: Tale of Enra - 3D turn-based RPG (Unity, Perforce)

Aug 2024 - Dec 2024

Technical Artist and Rigger

- **Engineered Custom Shaders and Visual Effects in Unity:** Leveraged Shader Graphs and C# scripting to enhance visuals rendered in the game, such as creating custom outline shaders for characters.
- **Created and Implemented Game-ready Character Rigs in Maya:** Optimized rig functionality and usability for animators, and ensured character rigs are properly imported into Unity.

### Blindsight: War of the Wardens - 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

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### Machine Learning Specialization, 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

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**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 Programming, Gameplay Programming, Multi-threading, 3D Animation, Rigging