

# Phoebe Y. Lin

## Game Producer & Immersive Experience Designer

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### Skills

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**Design:** Figma, Blender, Maya, Fusion 360, Bezi, Miro, Adobe Premiere Pro/Photoshop/Illustrator/AfterEffects

**Technical:** Unity, Unreal Engine 5, Python, C#, Java, JS/HTML/CSS, Git, Perforce, XR Development, Data Visualization

**Production:** Jira, Scrum, Agile, Kanban, Notion, Trello, Airtable, Asana, Microsoft Suite

### Relevant Experience

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#### CEO / Co-Founder / Producer / Lead Experience Designer

Aug 2025 - Present

Shear Luck Studios LLC

- **Drive daily stand-ups, weekly sprint planning, and monthly QA to deliver a game to market** by executing on schedules with cross-functional collaboration from brainstorming and moodboarding to final production and community building.
- **Spearhead core design and programming architectures** by implementing systems for interactive content for cross-platform functionality across mobile and PC, training creative and technical teams on asset integration workflows.

#### AR/VR Scientific Visualization Designer

Jan 2025 - Present

Texas Advanced Computing Center

- **Lead strategy and delivery of AR/VR prototypes for supercomputer museum experiences** that translate complex molecular chemistry models into interactive solutions, engaging young children and educator audiences of 50+ visitors.

#### NASA OSTEM XR Simulation Development Intern

Jun 2025 - Aug 2025

National Aeronautics and Space Administration

- **Engineered novel multi-user XR astronaut training simulation for geology procedures on martian surfaces** under the mentorship of NASA AI engineers, contributing 20+ production-ready scripts and models to weekly Agile development cycles.
- **Integrated voice-activated AI Assistant**, increasing instructional efficiency by ~30% through investigating user interface faults to optimize mission guidance, hands-free interface, and autonomous rover navigation.

#### NASA OSTEM Climate Game Development Intern

Jun 2024 - Aug 2024

National Aeronautics and Space Administration

- **Collaborated with NASA climate scientists on a large-scale, multiplayer turn-based strategy game** over a 10-week remote sprint with a team of 4 interns for integration in live online social and classroom experiences.
- **Developed game card systems utilizing real historical GDP and emissions data** from 10 economic sectors, managing large scope and turning complex research findings into actionable economic data storytelling for end-users.

#### Assistant Game Producer

Jan 2024 - Apr 2024

Games for Good / University of Texas at Austin

- **Coordinated and developed milestones to create a grant-funded respiratory health web video game** to encourage daily patient compliance with respiratory therapy, on a team of 11 developers over 10 weeks via scheduling and production.
- **Built relationships with project managers, health researchers, and engineers to connect a novel controller** to game, facilitating 10+ cross-team meetings to design clinician and patient interfaces selected for the Bold Inquiry Incubator award.

#### Lab Manager / Immersive Experience Designer

Jan 2023 - May 2024

Texas Immersive Institute

- **Launched 13 ticketed brand activation events** with a team of 32 creative technologists over a 12 month production timeline.
- **Pitched audience-centered physical-digital solutions to clients including Dell and Netspend**, and conducted a 4-month audience research report using empathy interviews and netnography techniques to identify key stakeholder wants and needs.
- **Managed a technology ecosystem** (VR/AR/haptics/projection mapping/Arduino), providing access for students and faculty.

### Education

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University of Texas at Austin | Anticipated May 2026

Bachelor of Science, Arts & Entertainment Technologies – Game Design Emphasis

- Texas Immersive Sequence (XR/VR/AR/Experiential Marketing Specialization in Advertising)
- Minors in Computer Science & Business
- University Honors