

Phoebe Y. Lin

GAME PRODUCER & IMMERSIVE EXPERIENCE DESIGNER

phoebeylin@utexas.edu · phoebeylin.com · linkedin.com/in/phoebeylin

RELEVANT EXPERIENCE

AR/VR Scientific Visualization Developer

Jan 2025 - Present

Texas Advanced Computing Center

- **Lead and deliver AR/VR prototypes for supercomputer museum experiences** that translate complex molecular chemistry models into accessible, interactive solutions for K–12 audiences, pitching new experiences and layouts in Figma and Unity.
- **Contribute strategy as primary consultant for scientists and educators** about future direction of emerging technologies (i.e. object recognition/3D printing/mixed reality) for engaging audiences of 100+ students for museum experiences.

NASA OSTEM XR Development Intern

Jun 2025 - Aug 2025

National Aeronautics and Space Administration

- **Engineered novel multi-user XR astronaut training simulation** for geology subsurface mapping procedures on martian and lunar surfaces over a 10-week on-site sprint under the mentorship of NASA AI engineers and scientists, contributing 20+ production-ready scripts to weekly Agile development cycles leveraging Perforce version control.
- **Integrated voice-activated AI Assistant** using Unreal Engine 5 and LLM integration in Blueprints, increasing instructional efficiency by ~30% through 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 leading NASA climate scientists on a large-scale, multiplayer turn-based strategy game** in Unity3D over a 10-week remote sprint with a team of 4 interns for integration in live classroom experiences.
- **Design game card systems utilizing real historical GDP and emissions data** from 10 economic sectors, managing large scope and iterative development, 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 Unity video game**, *The Adventures of Ranger Raccoon*, to encourage daily patient compliance with respiratory therapy, on a team of 11 developers over 10 weeks
- **Led partnerships with project managers, health researchers, engineers to connect novel controller device** in R&D to game via scheduling, resource management, and production of organizational documents as part of a student project in *Games for Good* course, facilitating 10+ meetings to distill complex user actions into usable clinician and patient interfaces.

Lab Manager / Immersive Experience Designer

Jan 2023 - May 2024

Texas Immersive Institute

- **Managed a technology ecosystem** of VR/AR, haptics, IoT, projection mapping, and Arduino, ensuring seamless access for student and faculty creators through weekly community events, developer onboarding, and on-campus partnerships.
- **Launched live activations for 13 ticketed in-person immersive shows** as part of *Elysian Heights*, with narrative-driven interactions within a one-year production timeline and a cohort of 32 multidisciplinary designers for Netspend.
- **Pitched audience-centered physical-digital solutions to clients like Dell**, and conducted a 4-month audience research report with 8+ empathy interviews and netnography techniques to identify key stakeholder wants and needs.

EDUCATION

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)
- Minor in Computer Science & Business
- University Honors

SKILLS

Programming Tools: Unity, Unreal Engine 5, Python, C#, C++, Java, JS/HTML/CSS, Niantic 8th Wall, Roblox Studio, Git, Perforce

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

Project Management Tools: Jira, Scrum, Agile, Kanban, Notion, Trello, Airtable, Asana, Microsoft Suite