



soniyalinn@gmail.com



soniyalin.com

PROFESSIONAL EXPERIENCE

Independent Artist

2016 - Present

Independent Contractor

- Designed 100+ character and prop designs for commercial and personal use.
- Produced production ready illustrations and designs.
- Managed direct client communication and iterative feedback.
- Superintended the design and management for art based communities.
- Utilized social media platforms to market products and services.

Art Director

Jan 2025 - May 2026

Blindshot Short Film

- Directed the film's visual design, establishing a cohesive aesthetic that reinforced its narrative.
- Oversaw visual development, production, and post-production progress and deadlines.
- Worked closely with executive producers and the art department to develop an efficient pipeline.
- Supervised the pre-production and rigging teams, coordinating workflows and ensuring technical execution aligned with the project's creative vision.

Rigging Lead

Jan 2026 - May 2026

University of Texas at Dallas | Animation Lab

- Led rigging development for character assets under director instruction.
- Collaborated with modeling and animation teams to produce 2 hero rigs.
- Diligently learned new tools created by the production pipeline.

Senior Designer

Feb 2025 - May 2026

Animation Guild at the University of Texas at Dallas

- Created 25+ promotional visuals and merchandise that represented the organization.
- Managed professional events with Animation Guild officers and various UTD organizations.
- Mentored team members and enforced the established graphical style.
- Fostered interactive and educational experiences for students.

Visual Development Artist

Aug 2024 - Dec 2024

University of Texas at Dallas | Animation Lab

- Collaborated with directors and art team to develop a cohesive art style.
- Created color explorations, 2 character turnarounds, and various prop designs.
- Diligently managed time to adhere to corrections and production deadlines.

SKILLS

- Character Design / Visual Development
- 3D Rigging
- Autodesk Maya
- Unreal Engine 5
- Substance Painter / Substance Designer
- zBrush
- Clip Studio Paint

EDUCATION

University of Texas at Dallas

B.A. Of Animation and Games Candidate

Fall 2022 - May 2026