Ruiwen Huang

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-**Portfolio**: https://rhuang85.wixsite.com/portfolio **LinkedIn**: https://www.linkedin.com/in/ruiwen-huang-2b7001297/

EDUCATION BACKGROUND

-2018-2023: School of Visual Arts, BFA Illustration, New York, NY

-2023-2025: Carnegie Mellon University, Entertainment Technology Center, MET, Pittsburgh, PA

PROJECTS& INTERNSHIP EXPERIENCE

Internship at a self-media company   2021

-Subtitle making and translating in the company. Also took part in a cultural observation program of the city Luyi, China.

"Tales of the City" Last Exit to Brooklyn   2022

-A solo project of a series of digital painting based on the novel with same name using Photoshop.

Senior Year Thesis Project   2022-2023

-A solo project of a series of digital paintings based on self- developed story using Photoshop.

BVW Round1 Project   2023

-A team-based project developing an interactive VR experience. My role is the 2D artist in the team, and did all the illustration and UI design in the project.

BVW Round2 Project   2023

-A team-based project developing an interactive AR experience. My role in this team is the 3D artist who did the modeling and texturing of all interactable items in the scene.

HONORS & AWARDS

- 2022 Exhibitor of "Tales of the City", an exhibition of work by third-year students

- 2018 Parsons School of Design, The New School Scholarship

- 2018 Pratt Institute Scholarship

- 2018 California College of the Arts Scholarship

PERSONAL SKILLS& SOFTWARES

- Photoshop digital painting;
- Maya 3D modeling and character rigging;
- Zbrush sculpting;
- After Effects animation making;