# **RUIZI WANG**

Designer, UIUX, 2D/3D Art

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#### **EDUCATION**

# **Carnegie Mellon University**

Master of Entertainment Technology

Pittsburgh, PA | Expected May 2023

# **University of California, Davis**

Bachelor of Arts in Design

Bachelor of Science in Managerial Economics

Davis, CA | Sept 2017 - June 2021

### **TOOLS**

Adobe Illustrator Adobe XD

Photoshop Figma

InDesign InVision

Maya Vectorworks

Unity HTML/CSS

Blender Procreate

Substance Painter Microsoft Maguette

#### **SKILLS**

Primary Research Secondary Research

Information Architecture

**User Flows** 

**User Scenarios** 

Storytelling

Wireframe

Prototyping

Branding

Website Planning

Illustration

Painting

3D Modeling

Concept Art

Game Art

Piano (Piano amateur of 10th level)

#### **EXPERIENCE**

### **Yimai Urban Planning and Design**

Design Intern

Shanghai, China | June 2020 - Nov 2020

Conducted case studies, undertook research and analysis of design schemes, brand backgrounds and styles

Contributed to completing the proposal by combining researches and design ideas

Surveyed the target market and consumer demand for brands

Undertook comparative analysis of brands and composed analysis reports

Worked on logo design and VI System & Image-standard construction for hospital and school

# **PROJECTS**

# **Building Virtual World**

Entertainment Technology Center | Fall 2021

Academic Team Project

Designed and developed five 3D game worlds with diverse teams

Created 2D/3D art assets, character animation and virtual environments

Worked on AR/VR technology for the games

Organized time productivity and project management

#### Okit

Individual Design Project | Fall 2020

Mobile Application Design

Designed an application that recommends healthy recipes and provides customized meal kits by analyzing profiles of users and tracking their daily intakes

Created Illustrations and UI Icons for the application

#### Zoonar

Individual Design Project | Fall 2020

AR Application Design / Website

Designed an AR interaction and experience application for Zoo visitors

Created mockups, 3D models and user interface for the app

Worked on Web design and branding of the San Diego Zoo