

Viv Lu

Game Level Designer/Artist
@ Ontario, Canada

Contact Info

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@vivranran

Education

Game Level Design MA
Sheridan College 2022-2023

Project Management MA
Harrisburg University 2018-2020

Animation / Illustration BFA
San Jose State University 2012-2017

Proficiency

Unity

Unreal Engine 5

Photoshop

Maya

Blender

Adobe XD

Skills

Game Level Design

Modeling

C# Programming

Concept Design

UI/Interface

Illustration

Project Management

Teamwork

Leadership

Data Imagery Editor (2D Environment)

Apple Inc. via Apex, Cupertino, CA, USA

- 2021.12 - Efficiently identify and correct issues by annotating 2D imagery
- 2022.07 - Optimize existing processes in order to meet client's goals
- & - Skillfully analyze and remedy deficiencies by making 3D generated data
- 2020.2 - Communicate effectively in a team environment to boost productivity
- 2021.8 - Use comparative analysis to establish conformity throughout projects
- & - Self QA designed tasks prior to completion
- 2017.7 - Ability to be open and receptive to feedback
- 2018.5 - Execute necessary changes in a timely manner

Character Concept Artist/UI Designer

Third Pie Studios, Remotely USA

- 2021.1 - Conceptualize and paint all in-game characters
- 2021.4 - Design User Interface and Heads-Up-Display
- Collaborate with the art team to define/refine the artistic style
- Provide artistic expertise and guidance to producers and directors

UX Designer

TigerGraph, Redwood City, CA, USA

- 2019.2 - Design user interaction logic
- 2020.2 - Design user experience
- Create prototypes for TigerGraph's GraphStudio product

Visual Development & Publicity Manager

San Jose State University, San Jose, CA, USA

- 2016.5 - Created unique strategy tabletop card game "Savant Nouveau"
- 2017.5 - Brainstormed rules and effects of game mechanic
- Analyzed playtests data
- Won the best Thesis of 2017 in the major

Prop Designer & Background Painter

San Jose State University, San Jose, CA, USA

- 2016.1 - Closely collaborated with a crew of 30+ to produce a 2D animated short
- 2016.5 - Contributed early concept art for characters and visual language
- Utilize 3D model to design props and background paintings
- Assisted in CG animation clean-up and coloring