

# Ranran Lu (Viv)

2D/3D Game Artist/Game Level Designer

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## Portfolio Links

www.ranranlu.com  
X @ @vivranran

www.artstation.com/ranranl  
www.linkedin.com/in/ranran-lu/

## PROFESSIONAL EXPERIENCE

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### WORK

#### **Game Artist at TapOrbit Studios (Oct 2025 - Present), GTA, Canada**

- Create art assets for games under development.
- Produce branding, promotional, and marketing artwork.
- Perform related tasks as reasonably assigned.

#### **Game Artist at Next Level Media Inc (Sep 2025 - Jan 2026), GTA, Canada**

- Create characters, environments, and UI assets aligned with the game's warm and relaxing visual style.
- Collaborate closely with the team to maintain visual consistency and meet technical requirements.

#### **Freelance Digital Artist (Sep 2023 - Present), GTA, Canada**

- Complete original and fan art character, prop, and illustration from concept to final delivery.
- Deliver high-quality turnarounds and app icons aligned with client specifications and revisions.

#### **Data Imagery Editor (2D Environment) at Apple via Apex System (2017 - 2022), California, USA**

- Efficiently identify and correct issues by annotating 2D imagery
- Skillfully analyze and remedy deficiencies by making 3D generated data
- Use comparative analysis to establish conformity throughout projects

#### **Character Concept Artist/UI Designer at Third Pie Studios (Jan 2021 - Apr 2021), California, USA**

- Conceptualize and paint all in-game characters
- Design User Interface and Heads-Up-Display
- Collaborate with the art team to define/refine the artistic style

#### **UX Designer at TigerGraph (Feb 2019 - Feb 2020), California, USA**

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

### PROJECTS

#### **Ubisoft Toronto NEXT Contestant: Concept Art (Sep 2024 - Jan 2025; Sep 2023 - Jan 2024 ), GTA, Canada**

- Design practical and aesthetic multi-functional environments, props, and characters
- Integrate storytelling in character and world-building designs
- Develop vehicles with functional details
- Explore innovative solutions for unique infrastructure.
- Enhance engagement through UI and narrative elements.
- Designs can be found at <https://www.ranranlu.com/projects>

#### **Concept Artist, Team Manager at Obviously Cool Studio, School Thesis (Apr 2023 - Aug 2023), GTA, Canada**

- Collaborate in a team environment to create a unique third-person action game CODE:X
- Organize and lead team meetings using Agile management principles
- Brainstorm and design game mechanics, narrative and art styles
- Create the second level, progressing from layout sketches to grayboxing and integrating art assets.
- Plan and organize playtesting sessions, facilitating retrospective meetings.
- Design and produce promotional materials
- Project details can be found at <https://www.ranranlu.com/projects>

## EDUCATION

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### **Game Level Design (2022 - 2023)**

Sheridan College, Graduate Certificate

### **Animation / Illustration (2012 - 2017)**

San Jose State University BFA

### **Project Management (2018 - 2020)**

Harrisburg University, Master's

## SKILLS

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- Concept Design
- Visual Development
- Game Level Design
- UIUX
- Assets Implementation
- Photoshop
- CSP
- Blender
- Unity
- Unreal
- Teamwork
- Project Management
- Communication
- Bilingual