

Ranran Lu(Viv)

2D&3D Artist/Level Design

@ Ontario, Canada

Contact Info

www.artstation.com/ranranl

www.ranranlu.com

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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

Photoshop

Maya

Illustrator

Unity

Unreal Engine 5

Blender

Skills

Visual Development

Concept Design

Illustration

UI/Interface

Game Level Design

Modeling

C# Programming

Project Management

Teamwork

Leadership

PROJECTS

WORK EXPERIENCE

Ubisoft Toronto NEXT Contestant : Concept Art

Oakville, ON, CANADA

2024 Sep to 2025 Jan

2023 Sep to 2024 Jan

- Design practical and aesthetic multi-functional environments, props, 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

Obviously Cool Studio, Oakville, ON, CANADA

2023 Apr to 2023 Aug

- 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
- Design and build 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>

Freelance Digital Artist

Oakville, ON, CANADA

2023 Aug to Present

- Character concepts, turnarounds and illustrations on Fiverr and Upwork.
- Delivered turnarounds and game app icons per client requirements.
- Collaborated closely with clients, ensuring satisfaction.
- Managed multiple projects, consistently meeting deadlines.

Data Imagery Editor (2D Environment)

Apple Inc. via Apex, Cupertino, CA, USA

2021 Dec to 2022 Jul

2020 Feb to 2021 Aug

2017 Jul to 2018 May

- This is a renewable contract so I keep returning once it is open.
- 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

Third Pie Studios, Remotely USA

2021 Jan to 2021 Apr

- 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
- Provide artistic expertise and guidance to producers and directors

UX Designer

TigerGraph, Redwood City, CA, USA

2019 Feb to 2020 Feb

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