



# Vivian Lu

## 2D/3D Artist

Character/Prop/Environment/UI

### Contact Info

🌐 [www.ranranlu.com](http://www.ranranlu.com)

✉ [ranranlu45vivian@gmail.com](mailto:ranranlu45vivian@gmail.com)

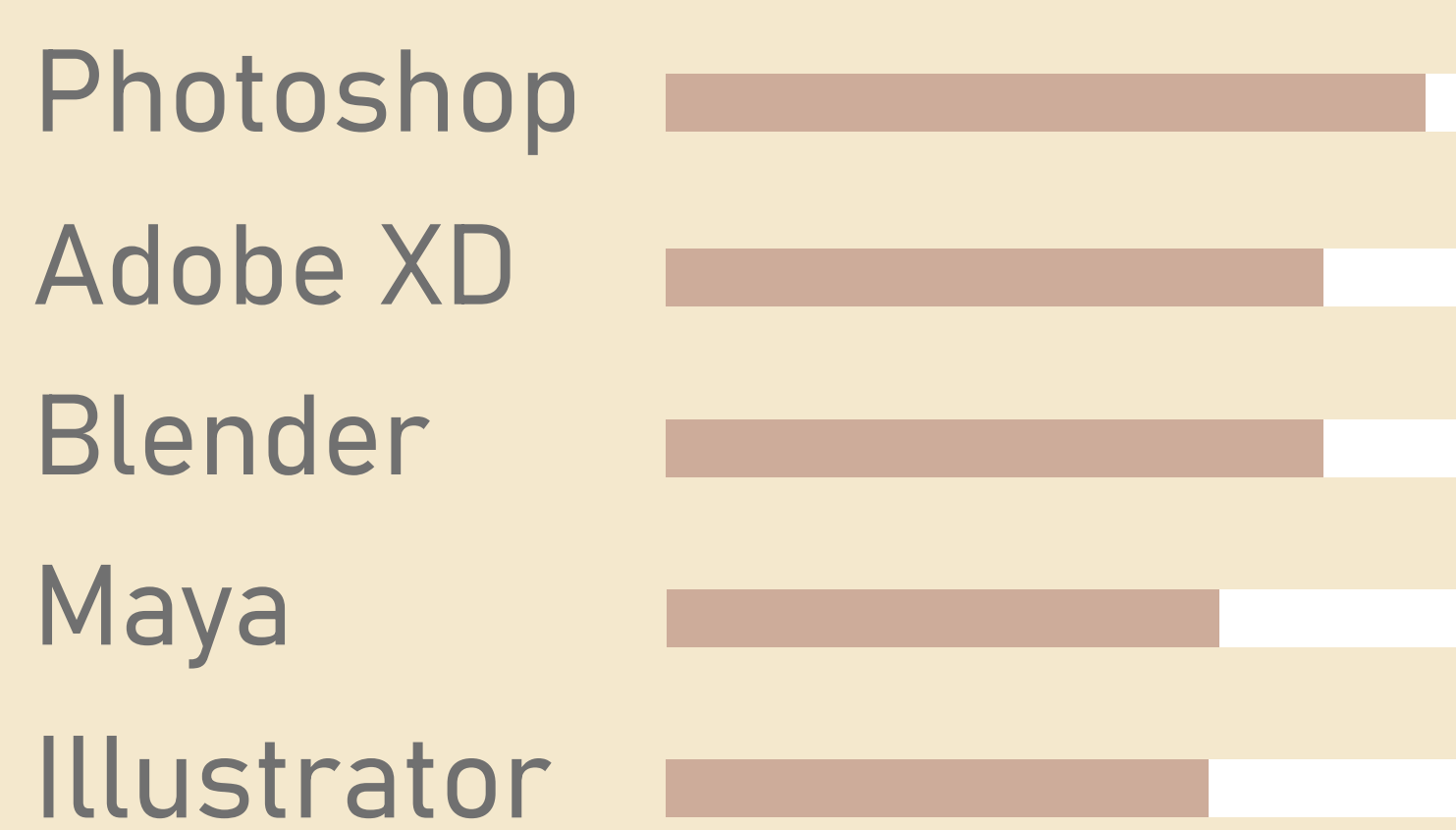
📷 [ranranran\\_lu](#)

### Education

Animation / Illustration BFA  
San Jose State University 2012-2017

Project Management MA  
Harrisburg University 2018-2020

### Proficiency



### Skills

Prop Design

Character Design

Environment Design

UI/Interface

Illustration

Modeling

Project Management

Teamwork

Leadership

## Data Imagery Editor (2D Environment)

Apple Inc. via Apex, Cupertino CA

- 2021.12 - Efficiently identify and correct issues by annotating 2D imagery
- Present - 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

- 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

- 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

- 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