



Vivian Lu

2D/3D Artist

Character/Prop/Environment/UI

Contact Info

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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	<div style="width: 90%;"></div>
Adobe XD	<div style="width: 80%;"></div>
Blender	<div style="width: 70%;"></div>
Maya	<div style="width: 60%;"></div>
Illustrator	<div style="width: 50%;"></div>

Skills

Prop Design
 Character Design
 Environment Design
 Game Level 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
- 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

- 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