

Ranran Lu (Viv)

2D/3D Game Artist/Game Level Designer

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Portfolio Links

www.ranranlu.com
X @ @vivranran

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

PROFESSIONAL EXPERIENCE

WORK

Game Artist at Reality Reload LLC (Jul 2026 - Present), Remotely, Canada

- Develop the visual art direction with the team: style, tone, color, and illustration language.
- Produce game-ready assets: characters, environments, UI illustrations, and supporting visuals.
- Collaborate across Game Design, Narrative, and UI/UX to make art and systems feel unified.
- Contribute to a shared style guide that keeps the visual language consistent.

Game Artist at TapOrbit Studios (Oct 2025 - Jul 2026), Remotely, Canada

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

Freelance Digital Artist (Sep 2023 - Present), Remotely, Canada

- Complete original and fan art characters, props, and illustrations 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), Remotely, 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 and 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
- 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

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