

Ranran Lu

Prop Design & Visual Development



408.387.9236
ranranlu45vivian@gmail.com
Portfolio <http://www.ranranlu.com>

Education

BFA Animation/Illustration May 2017 **MA Project Management** June 2018 - Present
San Jose State University GPA 3.6 Harrisburg University of Science and Technology

Skills prop/character/background design, styling, and digital background painting

Digital Photoshop, Illustrator, Indesign, Flash, Maya, Zbrush, Sketchup

Traditional Oil Paint, Acrylic, Gouache, Watercolor, Color Pencil, Ink

Experience

Data Imagery Editor (2D Environment) Apple Inc. via Apex, Cupertino CA July 2017 - May 2018

Efficiently identify and correct issues by annotating 2D imagery
Optimize existing processes in order to meet client's goals
Skillfully analyze and remedy deficiencies by marking 3D generated data
Communicate effectively in a team environment in order to increase productivity
Ability to be open and receptive to feedback and execute necessary changes in a timely manner
Helped implement new project guidelines via presentations and written documents
Use comparative analysis to establish conformity throughout projects
Excellent verbal and written communication skills
Trained new hires on project specific details
Self QA assigned tasks prior to completion

Vis Dev & Production Assistant "Whimsical Weirdos", San Jose, CA June 2017 - Present

Assist producer in solving problems and also checking in with the social media/finances crew in weekly basis
Design and Illustrate assets

Vis Dev & Publicity Manager San Jose State University, CA May 2016 - May 2017

Created unique strategy tabletop card game "Savant Nouveau" in a group of seven talented female VisDev artists, and we won the best Thesis of 2017 in the major
Brainstormed rules and effects of game mechanic and analyzed playtests data
Handled public outreach emails and messages
Please check it out at <http://savantnouveau.weebly.com/>

Prop Designer & Background Painter San Jose State University, CA Jan 2016 - May 2016

Closely collaborated with a crew of 30+ to fully produce an 2D animated short called "Four Four Downpour", sponsored by Adobe
Contributed early concept art for characters and visual language
Utilize 3D model to design props and background paintings
Assisted in animation clean-up and coloring using Adobe Flash and Photoshop
Check it out at <https://vimeo.com/188233883>

Vis Dev & Character Artist San Jose State University, CA Jan 2016 - May 2016

Collaborated with a team of SJSU and UCSC students to produce and design an unique interactive mobile narrative-puzzle game called "A Godlike Good Kid". Available at Apple Store
Designed and created model sheet for the main character "Faye" & in game props.
Designed & Painted backgrounds and illustrated in-game assets

Storyboard Artist & Production Assistant Double Portion Media, Santa Clara, CA Jul 2014 - Oct 2014

"Love in Silicon Valley" TV Show, broadcasted at U Channel and is available at Youtube
Assisted environment setup for mini-movies & talk shows
Created storyboards for mini-movies

Activity

President of the Student Fellowship in HOC5 Church using leadership and multicultural skills
Volunteered at Happy Dragon Thrift Store (EMQ Families First) with attention to details and caring
Designed handbook for CCEM (Chinese Christian Evangelical Ministry) with graphic design skill
Designed templates for the History Museum of Los Gatos