

Vivian Lu

Concept & Illustration & Modeling



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Portfolio: <http://www.ranranlu.com>

Education

BFA Animation/Illustration
San Jose State University

May 2017

MA Project Management

Harrisburg University of Science and Technology

April 2020

Skills

Prop/Character/Set Design, Modeling, Digital Painting, and UI/UX

Digital Photoshop, Illustrator, Indesign, Flash, Blender, Maya, Zbrush, Sketchup, Adobe XD

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

& Feb 2020 - Present

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

UX Designer Intern TigerGraph, Redwood City, CA

Feb 2019 - Feb 2020

Design user interaction logic

Design user experience

Create prototypes for TigerGraph's GraphStudio product

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 a 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 a

unique interactive mobile narrative-puzzle game called "A Godlike Good Kid". Available at Apple Store

Designed character 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