

Ranran Lu

Concept & Illustration & Modeling



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

Education

BFA Animation/Illustration May 2017 **MA Project Management** April 2020
San Jose State University Harrisburg University of Science and Technology

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

Character Concept Artist/UI Designer Third Pie Studios, Remotely Feb 2021 - April

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

Provide artistic expertise and guidance to producers and directors

Data Imagery Editor (2D Environment) Apple Inc. via Apex, Cupertino CA Feb 2020 - Present & 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

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

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

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".

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