

Viv Lu

2D / 3D Artist

@ Ontario, Canada

Contact Info

🌐 www.artstation.com/ranranl

🌐 www.ranranlu.com

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🐦 @vivranran

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

Maya

Illustrator

Unity

Unreal Engine 5

Blender

Skills

Visual Development

Concept Design

Illustration

UI/Interface

Game Level Design

Modeling

C# Programming

Project Management

Teamwork

Leadership

Freelance Digital Artist

Oakville, ON, CANADA

- 2023.8
PRESENT
- Character concepts, turnarounds and illustrations on Fiverr and Upwork.
 - Delivered turnarounds and game app icons per client requirements.
 - Collaborated closely with clients, ensuring satisfaction.
 - Managed multiple projects, consistently meeting deadlines.

Data Imagery Editor (2D Environment)

Apple Inc. via Apex, Cupertino, CA, USA

- 2021.12
2022.07
&
2020.2
2021.8
&
2017.7
2018.5
- 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 making 3D generated data
 - Communicate effectively in a team environment to boost productivity
 - Use comparative analysis to establish conformity throughout projects
 - Self QA designed tasks prior to completion
 - Ability to be open and receptive to feedback
 - Execute necessary changes in a timely manner

Character Concept Artist/UI Designer

Third Pie Studios, Remotely USA

- 2021.1
2021.4
- 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

UX Designer

TigerGraph, Redwood City, CA, USA

- 2019.2
2020.2
- Design user interaction logic
 - Design user experience
 - Create prototypes for TigerGraph's GraphStudio product

Visual Development & Publicity Manager

San Jose State University, San Jose, CA, USA

- 2016.5
2017.5
- Created unique strategy tabletop card game "Savant Nouveau"
 - Brainstormed rules and effects of game mechanic
 - Analyzed playtests data
 - Won the best Thesis of 2017 in the major