RUIZI WANG

Designer, UIUX, 2D/3D Art

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EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

Pittsburgh, PA | Expected May 2023

University of California, Davis

Bachelor of Arts in Design

Bachelor of Science in Managerial Economics

Davis, CA | Sept 2017 - June 2021

TOOLS

Adobe Illustrator	Adobe XD
Photoshop	Figma
InDesign	InVision
Maya	Vectorworks
Unity	HTML/CSS
Blender	Procreate
Substance Painter	Microsoft Maquette

SKILLS

Primary Research
Secondary Research
Information Architecture
User Flows
User Scenarios
Storytelling
Wireframe
Prototyping
Branding
Website Planning
Illustration
Painting
3D Modeling
Concept Art
Game Art
Piano

EXPERIENCE

Autodesk

Service Experience Design Intern

Work Remotely, USA | May 2022 - Aug 2022

Focused on Shared Views feature among team of designers
Conducted research and analysis of design communication
Defined rules, workflows, capabilities, and solutions
Refined UI and interaction model to optimize the user experience
Created wireframes and prototypes using Figma, Maya

Yimai Urban Planning and Design

Design Intern

Shanghai, China | June 2020 - Nov 2020

Contributed to completing the proposal by combining research and design ideas
Surveyed the target market and consumer demand for brands
Designed logo and VI System & Image-standard construction for hospital and school with the design team

PROJECTS

HAI / CMU Psychology

UI/UX Designer, 3D Artist

Entertainment Technology Center | Aug 2022 - Dec 2022

Developed a dual-player collaborative game for Human/AI research
Designed player onboarding process and in-game interfaces
Created and iterated 3D game environments using Maya, Unity

Telepathway / Google

UI/UX Designer, 3D Artist

Entertainment Technology Center | Jan 2022 - May 2022

Visualized various types of data in 3D environments
Represented the High-Dimensionality features of ML models
Designed engaging 3D interactive experience using multiple platforms

Building Virtual Worlds

Artist, Producer

Entertainment Technology Center | Sep 2021 - Dec 2021

Designed and developed five 3D game worlds with diverse teams
Created 2D/3D art assets, character animation and virtual environments
Prototyped games and interfaces for AR/VR projects
Organized productivity and project management