RUIZI WANG

Designer, UIUX, 2D/3D Art

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EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

Pittsburgh, PA | Aug 2021 - May 2023

University of California, Davis

Bachelor of Arts in Design

Bachelor of Science in Managerial Economics

Davis, CA | Sept 2017 - Jun 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

User Experience Designer

San Francisco, CA | Jul 2023 - Present

Responsible for UI UX design of web-based 2D/3D viewing application

Develop holistic design prototypes that address business, existing & future systems, and user requirements

Work on interactive design visualization experiences across platforms

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 | Jun 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

CMU Psychology / HAI

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

Google / Telepathway

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