

# Ruizhe Shen

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## EDUCATION

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### University Of Southern California

M.S in Interactive Media and Games Division | School of Cinematic Arts

Sep 2022 – Dec 2024

Los Angeles, U.S.

### School of Visual Art

B.F.A. in Illustration | Cartoon and illustration

Sep 2016 – Jun 2020

New York, U.S.

## PROFESSIONAL EXPERIENCES

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### Tencent Holdings Ltd.

Technical Artist intern | TiMi Studio Group

Jun 2024 – Aug 2024

Shanghai, China

- Worked on game assets, shaders, and tools from conception through production and optimization stages.
- Analyzed and profiled screenshots of multiple games using RenderDoc.
- Designed four distinct in-game VFX shaders using Unreal Engine and shader languages.
- Debugged and optimized over 12 issues based on HLSL and C++ coding.

### FunPlus International AG

Game AIGC intern | AIGC Lab

May 2023 – Nov 2023

Mixed Remote in Beijing, China

- Designed and implemented 5 different AI-enhanced pipelines to expedite 2D/3D art production workflows.
- Pioneered Blender tool converts text into 3D textures, successfully integrating it into three game projects.
- Contributed to the development of a proprietary AI tool infrastructure for internal company use.
- Architected AI-driven pipelines for art production, achieving an 80% reduction in time consumption.

### iHandy Internet Technology Ltd

Level Designer intern | Mobile match-3 game

Dec 2020 – May 2021

Beijing, China

- Worked on the project until the game was published, and also worked on more than 15 Versions afterward.
- Designed and refined 120 game levels using Unity and Excel.
- Designed and wrote game design documents of new obstacles.
- Proposed and modified more than 3 major optimizations and 10 minor optimizations in the game.
- Liaised with various departments, analyzed data through DMP weekly, and controlled risks by playtesting.

## SELECTED PROJECTS

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### Shepherds, Co-op Action Adventure Game, Team of 30 | Technical Artist

May 2023 – Present

- Design and developed cel shading for the Environment, Character, and items.
- Developed tools in unity for artist and level designer to speed up the working cycle.

### Mountain Call, Story-based 2D-Platformer, Team of 15 | Producer

Aug 2022 – May 2023

- Tracked the progress of game development, and liaised with different departments.
- Controlled the progress and sprints using Trello, Burndown Chart, and Perforce.

### Web-Cleaner, Life Simulation Game, Team of 6 | Lead Artist & Game Designer

Sep 2022

- Drew multiple animations and game scenes, and designed UI using photoshop.
- Led a group of 3 artists as a Lead Artist.

## SKILLS

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**Tools:** Unity, Blender, Maya, Houdini, Adobe Photoshop, Adobe Premiere, Unreal4.

**Coding Languages:** C#, Python, BlenderPython, HLSL, ASE, ShaderGraph, Blueprint.

**Languages:** Fluent in English, Mandarin.