

Ruizhe Shen

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EDUCATION BACKGROUND

School of Visual Art

Sep 2016 - Jun 2020

B.F.A. in Illustration, unweighted GPA: 3.5/4.0

New York

University Of Southern California

Sep 2022 - May 2024

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

Los Angeles

PROFESSIONAL EXPERIENCE

FunPlus International AG

May 2023 - Nov 2023

Game AIGC intern | AI-Enhanced Art Production Pipeline Developer

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

Dec 2020 - May 2021

Level Designer intern | Working on a mobile match3 game project, Team of 25

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

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

STARWEAVE, Narrative RPG Game, Team of 35 | Programmer

Dec 2022 - Apr 2023

- Implements cutscenes with animations using Unity and Yarn Spinners.
- Wrote C# scripts to control the cutscenes with procedurally generated routes.

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.

Bomb Buddies, AR mobile Game, Team of 30 | Game Designer

Jan 2023 - Apr 2023

- Wrote and designed master documents for levels and mini-games.
- Cooperated with engineers and UI artists to implement UI elements using Figma.

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 & INTERESTS

- **Skills:** Unity, Blender, BlenderPython, Maya, Houdini, Adobe Photoshop, Adobe Premiere, C#, Python, HLSL, ASE, ShaderGraph, Unreal4, Blueprint
- **Languages:** Fluent in English, Mandarin