

Ruizhe Shen

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EDUCATION

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

Codex Gaming Ltd.

Technical Artist | Indie story-driven card game

Jun 2025 - present

Los Angeles

Led the full development of a narrative game Codex Recall from early prototype to playable demo delivery.

- Implemented a scalable skill-VFX-UI system supporting 100+ cards with dynamic skill visual effects.
- Implemented an Uber shader tool in Unity URP, enabling artist to layout scene VFX.
- Created multiple shaders for UI feedback, post-processing transitions, skill visual effects, environment assets supporting a unique 2D + 3D lighting framework using Shader Graph and HLSL.
- Developed custom editor tools for asset importing, runtime objects/VFXs spawning, and scene editing.

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.
- Developed 4 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.
- 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

Sep 2023 – May 2024

- 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.

Web-Cleaner, 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, defined technical standards and practices for asset production.

SKILLS

Tools: Unity, Blender, Maya, Houdini, Adobe Photoshop, Unreal5, Substance painter, AI-agent tools.

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

Languages: Fluent in English, Mandarin.