

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.

Game Engineer | Indie story-driven card game

Jun 2025 - present

Los Angeles

Led the full development of the Turing Book Project from early architecture design to playable demo delivery

- Built a modular MVC architecture (Data / View / Controller + Zenject DI) with a global EventBus
- Implemented a scalable card-and-skill system supporting 150 + cards with dynamic abilities.
- Integrated Yarn Spinner to drive branching dialogue, quest triggers, and NPC visibility.
- Developed custom debugging & editor tools for deck editing, card spawning, and scene testing.

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

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.

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

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

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

Languages: Fluent in English, Mandarin.