Ruizhe Shen

2062285458 | ruizheart88@gmail.com
@biggermelon | ruizheart.com

EDUCATION BACKGROUND

University Of Southern California   Sep 2022 - May 2024

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

School of Visual Art   Sep 2016 - Jun 2020

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

PROFESSIONAL EXPERIENCE

SIA School of International Art   Mar 2022 - Present

Game Design Portfolio Mentor   Remote and Beijing, China

Teach beginner-level of Unity game design, animation, C# scripting, and art 1-on-1 course.

· Assisted more than 10 students individually as a teaching assistant, and 3 students as a portfolio mentor.

· Managed and assisted students to produce more than 5 game projects they put in their portfolio.

iHandy Internet Technology Ltd   Dec 2020 - May 2021

Level Designer intern,   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 which have been successfully launched into operation.
· Designed and successfully launched 3 new obstacles, each containing effective innovations in one direction.
· Proposed and modified more than 3 major optimizations and 10 minor optimizations in the game, increasing the game's Life Time Value (LTV) 30 by more than 5%.
· Liaised with various departments, compiled data weekly, controlled risks, and managed the progress of the game launch.

SELECTED PROJECTS

Mountain Call, Platformer Game | Producer   Aug 2022 - Present

Managed d a team of engineers, designers, artists and tracked the progress of game development. Controlled the progress and sprints using Trello, Burndown Chart, and Perforce.

Web-Cleaner, Life Simulation Game | Lead Artist & Game Designer   Sep 2022

Completed the project as a lead Artist, finished multiple animations, and designed UI, led a group of 3 artists.

Stuffing, Platformer Narrative Game | Indie Game Developer   Dec 2021

Designed and wrote the narrative gameplay combined with the dialogue and mechanics of the game.

Designed 5 levels based on the story, and built each level with more than 1 route.

Multicast, 3D Action Game | Indie Game Developer   Aug 2022

Digital Game made in Unity 3D. Multicast is a game demo about an action skill system and dungeon adventure. Designed and built levels to reach players' experience goals and game design goals. Programed the interaction system.

SKILLS & INTERESTS

- **Skills:** Adobe Photoshop, Adobe Premiere, Adobe Illustrator, Adobe Animation, Unity, Game maker Studio, Unreal4
- **Languages:** Fluent in English, Mandarin
- **Interests:** Wow, Dota2, Poker, GoKart, Anime, Guitar, Hiking, Tennis