

# Ma Ruize

Concept Artist/Illustrator/Game Designer

Personal Website: [www.ruizema.com](http://www.ruizema.com)

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Pasadena, USA

## EDUCATION

Art Center College of Design (ACCD)

Bachelor of Fine Arts in Illustration - Entertainment Design Track

- GPA: 3.782/4.0

- ArtCenter UG Scholarship

Anticipated 05/2025  
CA, USA

## EXPERIENCE

Intern Game Art Designer | Perfect World Education Technology (Beijing) Co., Ltd

- Worked remotely under the Innovation: AIGC-driven Concept Design program.
- Designed a leading character and related props design according to the theme of a classic Japanese anime *The Flower Child Lunlun*.
- Responsible for building the worldview of the Flower Fairy as a messenger of the Spring, modifying designs according to the feedback of programming teams and players after rounds of testing.

08/2024-10/2024

Remote, China

Planner & Art Design | GMTK Game Jam (96 Hours)

- Worked with 1 programmer and 3 artists; Completed a 2D puzzle game.

08/2024

Remote, China

Team Leader & Art Design | Ciga Game Jam (48 Hours)

- Led a team of 4 (1 programmer, 1 designer, 2 artists) and created a 2D visual novel game.

07/2024

Remote, China

Graphic Designer | Zhengzhou Media Group

- Participated in designing a whole set of visual presentations for the ritual in memory of the birthday of Chinese ancestor Emperor Huangdi in 2024, including poster and pamphlet design, souvenir design, and cultural product design.
- Assisted the design team with the main visual design for seminars, exhibitions, various cultural activities and competitions during Yellow River Culture Month.

05/2023-08/2023

Zhengzhou, China

Part-time Illustrator | Freelance

- Logo design for READMORE Library, digital painting.
- Commercial illustration themed with the forest, pen drawing, and acrylic painting.

09/2022-08/2023

CA, USA

Designer | Studio of Prof. Yan Yan (Zhengzhou University)

- IP Design - The Seven Sages of the Bamboo Grove, Chinese scholars and poets of the 3rd century.
- Scene Design - Collaborated with a team to create cultural derivative scenes for this IP.

06/2022-09/2022

Zhengzhou, China

Project Manager Assistant | Henan Baisheng Weiye Technology Co., Ltd

- Assisted in managing three luxury interior design projects.
- Provided customized service for clients, including budget management, supplier selection, design proposal confirmation, material and furniture selection, and installation.

07-09/2021&2022

Zhengzhou, China

## EXTRACURRICULAR ACTIVITIES

Volunteer | Henan Zhengyang Elderly Care Service Co., Ltd

- Took training and provided accompanied care for the elderly, visited the house once a week during my summer holiday and volunteered for 132 hours.

05/2022 - 05/2024

Zhengzhou, China

## SKILLS

**Software:** Unity, C#, Python, Adobe Photoshop, Adobe Illustration, Blender, Figma, Maya, Procreate

**Painting Skills:** Chinese painting, watercolor, gouache, oil painting, acrylic, colored pencil, etc.

**Language:** Mandarin (Native), English (Advanced)

## AWARDS & HONORS

2024 Kan Tai-Keung Design Award Worldwide Chinese Design Competition

Work: *Origins of the Five*, illustration series, Results pending.

07/2024

Exhibitor | Student Gallery of ACCD

Work: *Flower Fairy*, Clay Modeling

04/2024