Ma Ruize

3D Environment Artist/Concept Artist/Game Designer
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Los Angeles, USA

EDUCATION

University of Southern California (USC)
Master of Science in Game Design and Development

Anticipated 06/2027
CA.USA

Art Center College of Design (ACCD)
Bachelor of Fine Arts in Illustration - Entertainment Design Track
- GPA: 3.8/4.0
- ArtCenter UG Scholarship

09/2021-05/2025
CA.USA

EXPERIENCE

3D Environment Artist — Personal Project
- Developed a personal cyberpunk-style 3D environment project using Unreal Engine 5.
- Completed the full environment art pipeline, including asset modeling, UV layout, texturing, materials, shaders, and lighting.
- Built and assembled the scene in UE5 with a focus on atmosphere, scale, composition, and visual storytelling.
- Refined lighting and color balance to enhance mood, readability, and cinematic presentation.

08/2025-Present
Remote, China

Art Producer — USC Graduate Thesis Project (Unannounced)
- Served as Art Producer for an unannounced graduate thesis game project at USC.
- Led concept design and visual development, establishing the overall art style and visual direction.
- Planned and managed art tasks, coordinating workflows across art, design, and development.
- Oversaw scene implementation to ensure visual consistency, feasibility, and alignment with gameplay goals.

08/2025-Present
Remote, China

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, and 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
- Creative illustration of a fantasy, 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- Seven characters for the Seven Worthies of Bamboo Grove, a group of Chinese scholars and poets of the mid-3rd century.
- Scene Design- Collaborated with three teammates to complete scenes for the cultural derivatives of this IP.

06/2022-09/2022
Zhengzhou, China

SKILLS

Software: Maya, Substance Designer, Substance Painter, Unity, C#, Python, UE5, Blender, Figma, Adobe Photoshop, Adobe Illustration, Procreate
Painting Skills: Chinese painting, watercolor, gouache, oil painting, acrylic, colored pencil, etc.
Language: Mandarin (Native), English (Advanced)