



**Ryan Ziyuan Wang**  
Animator & Game Designer

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## Professional Experience

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### ReflexDesign Studio

02/2022-05/2022

#### Motion Designer

Shanghai, CN

Cooperate with graphic designers to produce diverse branding motion pieces, including short films, promotional footage on social media, App loading motion, etc.

### Shanghai &More Studio

02/2022-05/2022

#### Motion Designer

Shanghai, CN

Produce storyboards and styleframes for TV shows.  
Post-production and animation for stage visual design, like VJ loops and motion footage on backgrounds.

### Shanghai Reyi Technology Co., LTD

03/2021 - 01/2022

#### Creative Technologist

Shanghai, CN

Program management. Responsible for immersive experience design and technical support for interactive installation for exhibitions, such as Tencent Social Games Exhibition in Shenzhen Culture Expo.  
Rebrand the visual identity of the corp.

### Tencent Game, Timi Studios

07/2020 - 11/2020

#### Game Designer

Shanghai, CN

Responsible for the global SLG products data tracking and activity demand planning of SLG products;  
Analyze mechanics of different game genres;  
Design and complete a 2-week, team-based indie game product demo

## Indie Projects

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### Time Keeper (2020)

#### Simulation Explore Game

Game Designer, Engineer, Animator

### The Last Peach Blossom (2020)

#### Speculative Fiction

Author, Animator

### Eden of Pandas (2019)

#### 2D Narrative Game

Game Designer, Animator, Engineer(Unity).

## Education

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### Parsons School of Design

2018 - 2020, New York, US

MFA, Design and Technology

### Dalian Maritime University

2014 - 2018, Dalian, CN

BEng, Software Engineering

### University of California, Berkeley

2016, San Francisco, US

Academic Speaking & Business Vocabulary

## Skills

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### Design

Motion Graphics. Game Design. AR&VR Experience.  
Analog Design. Web Design.

### Software

Adobe Suite, Cinema 4D(Octane Renderer), Sketch, Figma, Unity3D, Arduino, Processing

### Programming

HTML, CSS, JavaScript, p5JS, C#, C, Java, SQL

### Language

Mandarin(Native)

English(Fluent)

Japanese(Basic)

## Awards

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### Parsons FutureLab 2021

Selected Work - The Last Peach Blossom

Shanghai, CN 2018 - 2020

### Parsons School of Design

Dean's Merit Scholarship

New York, US 2018 - 2020