



Illustrator/
Concept Artist/
Comic Artist/

KIUYAN RAN

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EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

Illustration, MFA

Expected Graduation (month), 2021.

COMMUNICATION UNIVERSITY OF CHINA

Digital Arts (Game Design), BA

2014-2018

EXPERIENCES

Baijiajiangtan Studio / Nanjing

CONTRACT ILLUSTRATOR 2015-2020

Designing and illustrating for stationery and package.

Microsoft ID@Xbox Dream Campus Trip / Hangzhou

INDIE GAME DEVELOPER 09-12/2017

Being main developer and artist of *The World of Uli*, which won the first prize with bonus of \$7200, and Nominated the Best Student Games IndiePlay Awards.

Netease Gmaes / Guangzhou

GAME UI DESIGNER 07-08/2016

Being property and Icon artist for the game *Throne of Thorns*; interactive interface visual artist for the game *Navigation Road*.

Shuimuyuan Studio / Beijing

ART TUTOR 10/2016

Teaching high school students in character design for animation and games.

Apocalypse & Creation Technology Ltd., Beijing

CONCEPT ARTIST 04-06/2015

Participating in concept maps, roles, backgrounds, and user interface for series of mobile games.

AWARDS

SOCIETY OF ILLUSTRATORS ANNUAL / 2019

Multiple illustration being selected in the show in Editorial and Uncommissioned categories.

3x3 ANNUAL 16 / 2019

Student Winner & Professional Honorable Mention

COLORBOX ORIGINAL ILLUSTRATION FESTIVAL / 2017

TOP 10 Excellent Illustrator Award winner

TENCENT NATIONAL STUDENT GAME ARTIST COMPETITION / 2016

Top 10 Student Game Artist

CUC SUMMER SKETCHING CAMPAIGN / 2015

Top 10 Student Artist

SKILL/KNOWLEDGE

ADOBE PHOTOSHOP

CLIP STUDIO PAINT

EXPERIENCE OF PUBLISHED BOOKS, EDITORIAL, CONCEPT ART, COMICS AND GRAPHIC DESIGN

PERSONAL SKILLS

CREATIVITY

COMMUNICATION

COOPERATION

TEAM WORK

SOCIAL MEDIA