

RUILIN ZOE

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Contact

ruilinzoe.com

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Seattle, US

Education

2021 - 2023 Master of Science

Northeastern University

Seattle, United States

Information System

2015 - 2019 Bachelor of Science

Simon Fraser University

Vancouver, Canada

Interactive Arts & Technology

2018 Exchange Study

Politecnico Di Milano

Milano, Italy

Computer Science Engineering

Skills

Design:

Figma, Adobe XD, Unity Game, Maya, Adobe PS, AE, Adobe Creative Suite, Blender, Sketch

Programming: Python, Java, Swift, C, Unity C#

Web & Applications: Git, HTML/- JavaScript/CSS, React, Angular, Flask, SQL (MySQL/ PostgreSQL)

iOS & Applications: SwiftUI, CocoaPods, UIKit, SpriteKit, CloudKit, Firebase, Core Data

Honors

2018 Canada short film festival
Merit Award

2019 Outstanding achievement in
Sony Pictures Character FX
apprenticeship

Selected Projects

Web Developer: Full-Stack Application "Cariety"

Spring 2020

- Built a non-profitable web application for health care providers across Italy by RESTful API design, NodeJS. Enhanced patient experience and efficient in finding correct service and location by 80% in 400 user tests.
- Developed the UI by conducting 800 user feedback, Implemented front end in JavaScript.
- Worked collaboratively with other developers via Git and deployed the final app to Heroku.

UX Designer: Craigslist Redesign

Fall 2018

- Redesigned Craigslist primarily in the realms of UI design, interaction design, and prototyping. Enhanced user efficiency in using the website by 80% in 400 user tests.
- Conducted heuristic evaluation of the Craigslist website and user surveys to identify usability problems, created final website in React and Javascript.
- Created wireframes, and contributed to the visual design of onboarding and service UIs for a simplified workflow for Craigslist.
- Iterated on the redesign based on research findings and user testing

Product Designer: Brand Design Application

Spring 2019

- Worked on the design of Brand Design, a design application that helps creators to rapidly prototype branding products.
- Conducted research on the pain points in the process of brand design with targeted users through interviews and secondary research, generated insights.
- Created information architecture and functional mockup and prototype in Figma, carried out usability evaluation, iterated on the design based on user feedback.

Mobile App Developer: Travel App

Spring 2020

- Created a travel app in Android Studio mobile application in Java and using google API to display filtered sightseeing content and live weather.
- SQL Database to store user info and provide calendar information based on user input.
- Iterated on the mobile app UI and mockups on Figma and Adobe XD.

Work Experience

Sony Pictures Imageworks, Vancouver

Nov. 2020–Mar. 2021

Character Effect Technical Designer

- Created simulation and animation work for main characters external features: hair, fur and cloth for Netflix and Sony Pictures Studio animated musical Vivo(2021)
- Finalized shots in high quality and fulfilled for daily meeting productivity and weekly quota
- Responsible for meeting schedules, show deadlines, dailies and team reviews.
- Represented Sony received requested press interview with CCTV 6 and IQIYI in China

Tangent Animation, Toronto

May 2020–Nov. 2020

Character Effect Artist Intermediate

- Created character simulation shot work for Netflix animation TV show Maya and the Three
- Efficiently produced cloth and fur simulation in line with production quota, adjusting shots to reflect team review notes and feedback

Sony Pictures Imageworks, Vancouver

Jul. 2019–Apr.2020

Character Effect Technical Designer

- Worked on Golden Globe Awards nominated film Over The Moon (2020) and Netflix animation film the Mitchells vs. the Machines (2021)
- Chosen in 4/500+ applicants and succeed in the completion of VFX motion picture technical training program
- Designed the interaction of the character according to the needs of the production