

WEILING PENG

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weilingpeng.myportfolio.com

Education

Rhode Island School of Design | Bachelor of Fine Art, Industrial Design and Illustration

Providence RI, 2017-2022

Skills

Character and Environment Design, Game Design,
Product Design, Toy Design, UI/UX Design,
Story Boarding, Editorial Illustration

Photoshop, Illustrator, Procreate
Premiere, After Effects
Adobe XD, Figma
Zbrush, Rhino, Keyshot
HTML, CSS, Javascript

Language: Mandarin(native), English

Experience

NetEase Games | Game Concept Art Designer Internship

June 2021 - Aug 2021

Developed mobile games and a children's animation series as part of the concept art team. Designed and illustrated the game world map, icons, and props. Assisted professional concept artists with drafting character and environment concepts. Communicated with the modelers to ensure the design concepts transferred precisely into 3D models.

Brown University Chinese Student Scholar Association | Designer and Illustrator

Sep 2020 - June 2021

Designed a cartoon character as the mascot of the 2021 Ivy League Spring Festival Gala. Illustrated a set of emoji stickers of the character published on WeChat.

Gender Equality by Design Startup | Product Designer

2018-2019

Developed a parent-child interaction card game and a dress-up mobile game to promote children's understanding of genders, physical consent, and equality.

ACG Art and Creativity Global | Teacher Assistant

June 2018 - Aug 2018

Assisted school teachers with planning and teaching art and design courses. Helped students with multiple subjects including drawing, painting, perspective, and digital painting using Photoshop and Illustrator.

Awards

RISD Honors Student, 2019/2020/2021

Adobe UI/UX Design Challenge, Finalist, 2019

Designed an interactive commercial to motivate people to donate to reef restoration efforts in Caribbean sea.

National Micro-World Future Business Leader Summit, First Prize, 2015

Worked as the product designer in a mockup transportation company in the competition.