

Irene Wu

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EDUCATION

Worcester Polytechnic Institute, *Interactive Media and Game Development B.A.* *Graduation Date: May 2026*
Relevant Courses: Human Computer Interaction, Systems Programming Concepts, Object Oriented Programming Concepts, Data Science, Concept Art and Illustration, 2D Animation, Digital Game Development Studio

Software

Figma, Canva, C, Java, Procreate, Aseprite, Autodesk 3ds Max, Autodesk Maya, Substance Designer & Painter, Microsoft Suite, Google Suite, Adobe Creative Cloud Suite, Unity, Godot, Unreal 5

Skills

- UX/UI design to optimize and enhance player experience and accessibility
- 2D hand-drawn environmental and character concept art
- Team management and art direction for cohesive feel
- Brand direction and asset development for marketing
- 2D pixel art and animation
- Hard surface modeling and full-pipeline asset generation

PROJECT EXPERIENCE

Myndspell: The Wizard Maze (Art Lead, Marketing Manager)

2D Top-down Visual Novel RPG featuring a painterly overworld with pixel-art minigames *May 2025 - May 2026*
Aseprite, Procreate, Godot, Adobe Suite, Google Suite, Canva

- Developed concepts and designs for UX/UI elements with the Design and Programming team
- Sketched, lined, and colored 21 pieces of concept art, 20 pixel art assets, and art reference sheets
- Collaborated to generate IRB-approved user playtesting forms for use at school and local expos
- Directly managed part-time artist, ensuring adherence to style and quality
- Managed budget and team spending for game marketing material

Rubbish Rumble (Environmental Artist)

3D multiplayer brawler featuring cell-shaded junkyard environment and weapons *Oct 2025 – Dec 2025*
Maya, Substance Suite, Unreal 5

- Modelled, unwrapped, and textured 12 hard-surface environmental assets
- Worked closely with technical team to import all assets as usable elements in Unity Engine
- Ran playtesting sessions and integrated actionable player feedback into art development

Fight for Identity (2D Lead Artist, Animator)

2D fighting game featuring stylized cartoon environments and characters *Oct 2025 - Dec 2025*
ProCreate, Godot

- Managed UI asset creation and sourced actionable user feedback for UX improvements
- Optimized sprite visibility and functionality through user feedback and playtesting sessions
- Drew and animated 5 unique spritesheets for character attacks
- Created and iterated through stylized background scene, from concept art to final asset

Developing Overseas Market Expansion, Hangzhou, China

Aug 2024 – Dec 2024

- Managed and facilitated communication between American and Chinese students to support a Chinese clothing company expand into North American Markets
- Designed and produced three visual brochures to present key ideas to company leadership

WORK EXPERIENCE

Freelance Graphic Designer

May 2025 – Aug 2025

Adobe Illustrator, Adobe Photoshop

- Worked with private graphic design firm to produce marketing-ready digital brand assets
- Created vector art using Adobe Illustrator based on general stakeholder guidance