Ms. Manru Amaris XI

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Education

School of the Art Institute of Chicago (SAIC)   **Jan. 2021 – Dec.2024**

Bachelor of Fine Arts Awarded

Major in Animation

Merit Scholarship Recipient: $4,000 per academic year (2021)

Professional Experience

3D Designer Intern.   **Jun. 2024 – Aug. 2024**
NetEase Games

- Contributed to environment design and 3D modeling for the mobile game "Onmyoji" (阴阳师)
- Conducted market research and analyzed game-specific characteristics to inform design decisions
- Sourced authentic historical references from multiple authoritative sources to ensure cultural accuracy
- Created original hand-drawn concept designs for game environments, then refined and translated them into detailed 3D models using Maya
- Received commendation and recommendation from supervising mentor; designs served as reference material for team projects

Studio Assistant (Part-time)
Zelena Studio (Artist: Jiang Zhenlei)   **Dec.2023 – Mar.2024**

- Provided critical technical assistance in the creation of large-scale canvas artworks, managing color blocking and paint application across multiple concurrent projects
- Executed regional color design decisions under artist direction, applying advanced color theory principles to achieve desired visual effects and compositional balance
- Gained comprehensive expertise in professional-grade acrylic painting techniques, including surface preparation, layering methods, and finish application for exhibition-quality work
- Strengthened understanding of color relationships, developing refined skills in chromatic harmony, value structure, and palette coordination through daily studio practice

Project Experience

3D Artist
P1 Games Volunteer Project   **Aug. 2022-Dec.2024**

- Collaborated with a multidisciplinary team to create 3D assets for a cooperative game development project
- Designed and modeled 3D assets aligned with the project's thematic requirements using industry-standard software
- Integrated multiple 3D models into the game engine, ensuring seamless functionality and visual consistency
- Utilized collaborative project management platforms to streamline production workflow and facilitate efficient team coordination
- Successfully delivered multiple high-quality 3D models contributing to the completion of the team's game project

3D Animator & Modeler
Jellyfish's Adventure Collaborative Animation Project   **Mar.2025**

- Responsible for character modeling and animation for a designated sequence within the collaborative animated film
- Enhanced environmental design by creating and integrating custom-designed 3D models to enrich scene composition
- Animated all custom models within the scene, ensuring fluid motion and narrative coherence
- The animation was selected for exhibition at the School of the Art Institute of Chicago Film Festival

Gas and Más – 3D Environment Design Project   **Oct.-Nov.2025**

- Created a realistic Southwestern-inspired environment featuring characteristic rocky and windy terrain, inspired by personal road trip experiences
- Explored themes of architectural decay and material repurposing, emphasizing emotional connections to abandoned structures and environmental sustainability
- Utilized reference photography from personal travels to authentically recreate observed environments while incorporating stylized elements for enhanced visual impact
- Hand-painted all materials and textures to emphasize weathering and deterioration, employing rust textures and specialized brushes to create an atmospheric sense of abandonment
- Addressed UV unwrapping challenges by refining modeling topology and manually optimizing UV layouts for complex geometry
- Developed a comprehensive understanding of production pipeline efficiency, recognizing the importance of technical precision from initial modeling stages to prevent downstream complications

Leadership

Design Department Member
Chinese Students and Scholars Association (CSSA), SAIC   **Sep. 2023 – Sep. 2024**

- Designed the official CSSA logo, which remains in active use
- Created promotional posters and visual materials for various organization events and activities
- Contributed to strengthening the visual identity and community engagement of the Chinese student organization

Skills

3D Modeling & Animation: Maya, Unreal Engine, Unity;

Graphics & Post-Production: Adobe Photoshop, Adobe After Effects;

Game Design: Unity in Game Design, Unreal Engine;

Language: Native speaker of Mandarin, Proficient in English

Interests

Game Design, Music, Creative Writing, Comics & Manga, Animation, Fashion Design, Automotive Design