William Ren
[Zhongwei]

CONTACT

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EDUCATION

08/2018 – 05/2023 **Pennsylvania State University** State College, PA
Dean's List for six semesters
President's & Provost's Honor Roll for three semesters
Bachelor of Design

08/2023 Exp Graduate 05/2025 **Carnegie Mellon University Entertainment Technology Center** Pittsburgh, PA
Masters in Entertainment Technology

EXPERIENCE

6/2024–8/2024 **NHSGA Summer Program Art Teaching Assistant** Pittsburgh, PA
[Course Design, Teaching]
- Designed and taught introductory courses on animation and Drawing
- Assisted students with troubleshooting and art direction
- Supported program logistics and operations.

08/2023–11/2023 **Building Virtual Worlds** Pittsburgh, PA
[Game Design, Sound Design, Producing]
- As a team of five, develop a playable game within two weeks on various platforms.
- Composed music tracks and created sound effects for an AR/VR-focused game.
- Managed group meetings, oversaw progress as a producer.

06/2022–08/2022 **Typo-D Studio** Remote
[Summer Internship, Branding]
- Created a set of wayfinding systems and signage for a redesigned elementary school.
- integrating local cultural and customs research into the design.
- Transformed 3D scenes into perspective 2D graphics using SketchUp and Illustrator.

01/2022–05/2022 **Pepsi LIFEWATER** State College, PA
[Branding, Motion Design, Installation]
- Collaborated in a group of four to produce a comprehensive system of key
- visuals and expanded assets for products launching on university campuses.
- Designed proposed immersive experience for a school gallery

PROJECTS

8/2024–Current **Pulp Free Studio Animation Production** Pittsburgh, PA
[Technical Arts, Motion Capture, Character Animation, Sound Design]
- Collaborated in a team of five to experiment with UE5 animation and render pipeline.
- Working with motion capture with actors, process and retarget data to characters.
- Produce an animation short film Utilizing a unique immersive space "Cavern"

1/2024–5/2024 **Kraken Unleashed** Pittsburgh, PA
[Directing, VFX, Technical Arts, 3D Animation, Sound Design]
- Collaborated in a team of five to experiment with UE5 animation and render pipeline.
- Designed and implemented intricate destruction VFX using Houdini.
  Oversaw camera direction and shot sequencing.

1/2024–5/2024 **Questure** Pittsburgh, PA
[Educational Game Design, UX Design, Sound Design]
- Developed a sign language educational game in a team of six using real-time markerless motion tracking, collaborating with a client over a semester.
- Designed three distinct games, addressing different aspects of learning sign language.
- Created in-game visual components to enhance user experience.

02/2023–04/2023 **TED X PSU** State College, PA
[Branding, Graphic Design, Motion Design]
- Selected by the graphic design department, worked in a group of three
- to create the logo and brand identity for a TEDx PSU event.

01/2022–05/2022 **Individual Short Film and Storytelling** State College, PA
[Motion Design, Photography]
- Created a title sequence capturing the emotion of Interstellar,
- visualizing abstract cosmic imagery with everyday objects.
- Won the Graphis New Talent 2023 Silver Award.

11/2021–01/2022 **Garden Immersive Experience** State College, PA
[Experience Design, Branding]
- In a team of two, designed an immersive educational experience for a garden and pollinators.
- Awarded the Salute 2022 Competitions Merit Award.

INTERESTS & SKILLS

Game VFX / Animation	Graphic Design	Motion & Film	Sound Design	VFX / Animation
Graphic Design	Adobe Photoshop	Adobe Premiere Pro	Steinberg Cubase	Maya
UIUX Design	Adobe Illustrator	Adobe After Effects	Apple Logic Pro	Houdini
Motion & Film	Adobe InDesign	Adobe Encore	Adobe Audition	Unreal Engine
Photography	Adobe Lightroom	Rough Animator	Audacity	Embergen
	Adobe XD			Blender