



Ryan Wang
Designer & Artist



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www.clearful.net



Experience

2014, February - 2015, June

Graphic Designer, [AgentFlux Inc.](#)

Responsible for designing professional and consumer Real Estate products for web and mobile in a startup environment. Provided Branding, Wireframes, UI/UX, Web Design, Mobile Design, Print Design and Marketing Materials.

2012, June - 2014, September

Freelance Designer

Provided clients with services including Web Design, Mobile Design, UI/UX, Branding, Concept Design, Packaging Design, Presentation Slides and Illustrations.

2012, March - Present

Co-Founder & Art Director, [SkopWorks Inc.](#)

Co-founded a small game development studio. Responsible for direction and creation of visual aspects of our products including Concept Art, Asset Creation, Animations, Logos, Menu Screens, UI/UX, Web Design, Print Design and Marketing Materials.

2011, January - April

Undergraduate Teaching Assistant - Graphic Design, [University of Ontario \(UOIT\)](#)

Prepared and conducted weekly tutorials for Photoshop CS5 and marked student assignments in a graphic design course of about 100 students.

2010, April - December

Concept & 3D Artist, [Tubettiworld Games](#)

Responsible for creating Concept Art, 3D Models and Textures for a serious game that explored the fields of nursing, critical care, firefighting and peacekeeping.

2009, April - June

Research Student, [University of Ontario \(UOIT\)](#) and IBM

Researched communicative methods through games and play on Second Life. Responsible for Modeling and Texturing structures and objects within Second Life.



Education

2007 - 2011

[University of Ontario Institute of Technology \(UOIT\)](#)

Bachelor of Information Technology (with Highest Distinction)

Game Development and Entrepreneurship



Software & Skills

Software Highly experienced with **Photoshop**.
Experienced with **Illustrator, After Effects, Flash Pro, Axure, Balsamiq** and **Maya**.
Some experience with **Premiere** and **Mudbox**.

Skills UI/UX, Web Design, Mobile App Design, Branding, Wireframing,
Basic HTML/CSS, Texturing, Low/Mid Poly 3D Modeling, 2D Art & Illustrations.