

PROJECTS

G.I.R.L.S will be Girls (2025)

Solo Developer | Tactical 2D Game

- Illustrated and animated all visual assets, including characters sprites, illustrations, UI, and environment design.
- Implemented a turn base system in Unity using C#, handled visual effects, technical art, and system balancing.

Lemon Tree (2024)

Animator & Director | 2D Cel Animation

- Directed and animated a 6 FPS frame-by-frame short inspired by Fools Garden's "Lemon Tree."
- Developed the storyboard, visual concept, and full-frame illustrations.

Shroomies! (2025)

Solo Developer | 2D Platformer

- Created a physics-driven platformer where players control a droplet of water navigating natural obstacles.
- Developed all visuals, from atmospheric level design and dynamic character sprites to interactive UI and animations.

What I Left Behind (2024)

Artist & Narrative Designer | Illustration Series & Visual Novel

- Produced a collection of 50 conceptual digital illustrations exploring themes of memory and loss.
- Adapted the series into an interactive visual novel, released on itch.io.

SKILLS

- Digital Art and Illustration (Photoshop, Clip Studio Paint, Procreate, Aseprite)
- Character and Concept Design
- 2D cel Animation
- Adobe (PS, AI, AE, ID)
- Modeling (Maya, ZBrush, Blender, AutoCAD)
- Game Engines (GameMaker, Unity, Godot)
- Programming (C#, Java, JavaScript, HTML, CSS)
- Audio (Logic Pro, GarageBand, FLStudio)

Zijin Murong

ARTIST / GAME DESIGNER

WORK EXPERIENCE

Indie Game Developer

Contract Based | Current

- Worked on independently producing mini games for various clients

2D Artist (Contracted)

Self-Employed | May 2022 - present

- Created book illustrations, marketing materials, character visual designs and concept art
- Developed modular assets for games and animation pipelines on various indie projects
- Worked with creative leads and teams of 5-10+ across disciplines including developers and writers

Online Educator

LanQB, Bilibili | Jan 2023 - present

- Designed, wrote, and delivered online art courses focused on stylized character design
- Facilitated weekly live sessions with 30+ learners and conducted individualized portfolio reviews

Game Art Advisor

Confidential Project (via Hanfeng Group) | Jan 2025 - present

- Provided creative direction and visual consultation
- Advised on pipelines, character design, and environment layout from early concept to implementation
- Oversaw an art team of 7+, ensuring consistency, originality, and polish across all visual assets

EDUCATIONAL HISTORY

Pratt Institute

AOS Game Design | 2025

Rutgers University

SEBS Landscape Architecture | Sep 2020 - Oct 2022 (Transferred to Pratt)