

Manyao Wang

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EDUCATION

Rhode Island School of Design

Bachelor of Fine Arts in Illustration

Providence, USA

Sep. 2023-Jun. 2027

- Overall GPA: 3.917/4.00
- Honors Student, Spring 2024 and Fall 2024

PROJECT EXPERIENCE

Sphinx x GCORES x Carnegie Mellon University Game Design Summer Program

Beijing, China

2D Artist / Game Designer

Jul. 2026-Aug. 2026

- Led all visual development for PP & TT'S BIZARRE ADVENTURE, a 2D narrative puzzle-adventure game, creating environments, animation, UI, typography, and production-ready art assets while maintaining a cohesive surreal visual style.
- Conducted research with the team on adolescent sexual health education; translated the findings into visual, narrative, and gameplay decisions, and designed core mechanics for several mini-games and symbolic boss encounters.
- Collaborated with programmers to implement and debug art assets, iterating on visual presentation and interaction throughout development.

Ludum Dare 59 - DRAW!!!

Online

Game Jam Team Member | Unity

Apr. 2026

- Collaborated with a team to develop a playable signal-reading duel game featuring three themed stages, multiple difficulty settings, and a browser-playable HTML5 build.
- Released on itch.io; received a 4.01/5 community rating for Graphics in the Ludum Dare results.

TEACHING EXPERIENCE

Rhode Island School of Design

Providence, USA

Teaching Assistant for the Course Spatial Dynamics

Spring 2025

- Conducted classroom demonstrations, provided feedback on student work, facilitated post-class discussions, and collected feedback on teaching.
- Designed exercises combining field observation with digital editing to strengthen students' engagement and spatial awareness.

INTERNSHIP EXPERIENCE

JMP Creative Ltd.

Remote

Character Concept Design Intern

Jun. 2026-Jul. 2026

- Developed character concepts for an animated film project, exploring body types, facial features, costumes, accessories, and color schemes through multiple design iterations.
- Created expression sheets, pose studies, color variations, and material details based on the project's worldbuilding and visual direction; conducted visual research to support concept development and stylistic consistency.

Luckin Coffee*Graphic Design Intern*Beijing, China
Jan. 2026-Feb. 2026

- Designed digital marketing materials for product promotions and brand campaigns, including posters, banners, app launch screens, coupons, and campaign graphics.
- Translated marketing and operational needs into brand-consistent visual solutions and collaborated with cross-functional teams to iterate and deliver designs in a fast-paced workflow.

U1 Game Digital Entertainment (Beijing) Co., Ltd.*Game Character Design Intern*Beijing, China
Jul. 2025-Aug. 2025

- Designed and illustrated original characters for the company's 2D game project, producing character illustrations, action sketches, and final designs.
- Assisted the animation team with character asset separation and preparation for downstream animation production.

ART & CREATIVE EXPERIENCE

Juno's Jams*Brand Designer / Freelance Designer*New Hampshire, USA
Jun. 2026-Jul. 2026

- Developed the complete visual identity for Juno's Jams, working directly with the client from concept development through final production; designed the logo, product labels, stickers, and farmers' market collateral including banners, tablecloth graphics, signage, and bunting.
- Managed design iterations and prepared production-ready files across multiple formats, maintaining visual consistency across packaging and event applications.

Illustration Sophomore Exhibition, Rhode Island School of Design*Artist*Providence, USA
Jan. 2025

- Exhibited *Hatred Issue*, a series of eight limited-palette oil portraits

SKILL

Language: Chinese (native), English (fluent)**Software:** Photoshop, Procreate, InDesign, Illustrator, Blender, Rhino, Maya**Art Skills:** Oil painting, Acrylic, Gouache, Watercolor, Charcoal, Pencil, Colored pencil