

Jingxiang Cui
Entertainment Concept Designer

Education

ArtCenter College of Design — Pasadena, CA
B.S. Entertainment Design (Concept Design Track)
Fall 2025 — Present

Relevant Coursework: Visual Structure I, Introduction to 3D, Drawing

New York University — New York, NY
Game Design (Coursework)
Completed foundational courses in game design, programming, and design fundamentals

Nord Anglia Chinese International School — Shanghai, China
International Baccalaureate (IB) Diploma

Experience

Game History Club — Host

- Led discussions on the evolution of video games, focusing on design, mechanics, and cultural impact
 - Organized and presented weekly sessions to engage peers in critical analysis of games
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Skills

Design Software

Adobe After Effects, Illustrator, InDesign, Photoshop, Blender, Figma, Processing, SketchUp

Craft & Physical Making

Miniature making and painting, papier-mâché, wood carving, prop fabrication