

Ruihong Jiang

ILLUSTRATOR & DESIGNER & COLLABORATOR

+14012157587
ruihong0.0@gmail.com
ruihong.webflow.io

EDUCATION

Rhode Island School of Design

Illustration & Industrial Design
Bachelor of Fine Arts, 2023

Brown University

Japanese, Computer Science

MIT Sloan School of Management

Product Design and Development

PROFICIENCIES

Visual & Review Tools

Adobe Graphic Design Suite, Figma,
Microsoft Office

Design Review & Visual Standards

Brand guideline evaluation
On-brand / off-brand assessment
Visual quality control for physical goods

3D & Physical Production

Blender, SketchUp, Rhino, KeyShot
Prototyping for physical goods

AWARDS & EXHIBITIONS

Red Dot Award, 2025 Brand & communication

International Design Award, 2025 Silver

Titan Innovation Award, 2025 Gold & Silver

Muse Design Award, 2025 Gold

NY Product Design Award, 2025 Silver

1st Insect Illustration Design Competition

Best palette

iJUNGLE illustration, 2024 Merit Award

Theatre of the Absurd, 2023 Canal 55 Gallery

Industrial Design Triennial, 2022 Woods-Gerry

PAC College Scholarship Exhibition, 2022

Thomas Lamb Award, 2022

3x3, The Magazine of Contemporary
Illustration, 2021 Merit

OMNI Art Expo International Joint
Exhibition, 2021 Shanghai

FMM Sculpture Final show, 2020

CCG 15 Years Anniversary Celebration
Illustration, 2019 Honorable Mention

Summer in Rome, 2019 Paper Gallery

Illustrating Dante's Inferno, 2019 Rome
Palazzo Cenci

Wanted in Rome, 2015 First Prize

EXPERIENCE

Creative Designer

(add)ventures | Remote

Jun 2023 - Current

Led brand-focused visual design work with a strong emphasis on brand guideline adherence and on-brand/off-brand evaluation. Acted as a brand gatekeeper by reviewing and refining design assets across digital, print, presentation, and 3D in-store display visuals, providing clear visual feedback to ensure consistency, quality, and production readiness before client delivery.

Design Consultant

Lucius AI | Remote

Oct 2025 - Current

Served as a design consultant overseeing visual identity (VI) development and internal UX experience. Supervised outsourced VI design work and reviewed internal UX designs, providing structured feedback to ensure consistency, quality, and alignment with established design standards before implementation.

Design Lead & Illustrator

Helios Pickleball | Remote

Nov 2023 - Jun 2024

Led visual direction and served as final design approver for branded pickleball paddles and collaborative products, ensuring all graphics remained on-brand and production-ready. Reviewed and refined pattern designs with consideration for material behavior, scale, and manufacturing constraints, maintaining visual consistency across retail and licensed collaborations with external partners and sponsors.

Soft Toy Design Instructor Lead

DesignX Education | San Jose, California

Jun 2022 - July 2022

Led a soft toy design program introducing fundamentals of character form, soft material behavior, and construction. Guided students through translating original 2D concepts into finished plush toys, with attention to proportion, structure, and material feasibility.

Brand Design Intern

Tencent Games | Shenzhen, China

Jun 2021 - Aug 2021

Reviewed and evaluated outsourced illustration and brand assets for League of Legends - Wild Rift, ensuring character accuracy, visual consistency, and adherence to established IP and brand standards. Provided visual feedback to guide revisions and supported the creation of 3D assets for banners in Blender with consideration for brand consistency.

PROJECTS

Official Harvard Shop Collaboration

Freelance Illustrator, Boston/Remote, 2025

Designed and delivered illustration assets for official Harvard merchandise, including tote bags, magnets, stickers, and pickleball paddles, ensuring strict adherence to Harvard branding guidelines. Reviewed designs for visual consistency, scalability, and production feasibility to support accurate translation from artwork to physical goods.

MIT SchoolCraft

Contractor, Boston/Remote, 2023

Designed and delivered character assets for the MIT beaver mascot and related visuals for a freshman orientation platform, ensuring consistency with institutional identity and intended character usage across digital touchpoints.

LANGUAGES

Mandarin (native)

English (fluent)

Japanese (JLPT N2 – professional working proficiency)

Italian (CEFR B1 – working proficiency)