

RINA MORI

Glendowie, Auckland 1071
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PERSONAL STATEMENT

I am a 2D/3D designer and flexible artist, growing up with both New Zealand and Japanese culture. Capable of working in a wide range of art styles to suit the needs of any project. With a strong passion for storytelling, I enjoy weaving narrative elements into design to create immersive and meaningful player experiences. I am confident in problem-solving, skilled at working to deadlines, and collaborate effectively with diverse teams and stakeholders.

WORK HISTORY

New Zealand Ryugaku Center

Auckland
2025 - Current

Online tutor | Part time

- Teaches NCEA subject to Japanese student

Eastern Bays Property Care

Auckland
2025 - Current

Cleaning Staff | Part time

- Cleaning at Sylvia Park shopping center

Jukuten (塾天)

Auckland
2023 - 2025

Online tutor | Part time

- Teaches NCEA subject to Japanese student studying in New Zealand

Geo AR Games

Auckland
2024 (3 Month)

Game Design | Internship

- Conducted concept arts, character design and environmental design
 - 3D Modelled environment
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COMMUNITY AND VOLUNTEER EXPERIENCE

Bellyful

Auckland
2025 - current

Cooking Assistant

- Cooking and packing within a team to support Kiwi Family

Jimpei Minshuku

Japan (Remote)
2025 - current

Logo and website Designer

- Designing and developing logo of a family business
- Created a website based on their information.

Auckland Zine Fest

Auckland

2025

Event Crew

- Assisted at a community event stall, handling EFTPOS and cash transactions, and managing sales

TECHNICAL SKILLS

- Japanese (Native Speaker)
- Adobe series(After Effects, Premiere Pro, Substance Painter, Illustrator)
- Microsoft (Words, Powerpoint, Excel)
- Digital Drawing platform (Ibispaint, Procreate)
- Game design software (Unity (C#), Unreal Engine)

Collaborative communication skills

- Maintains clear communication and task delegation in collaborative projects

Initiative

- Proactively sought additional learning in marketing by choosing it as a minor alongside my business degree, strengthening my skill set for real-world applications

QUALIFICATIONS

Auckland University of Technology

Auckland

2022 - 2024

Bachelor of Design

- Digital Design Major (animation visual effects and game design)
- Creative Entrepreneurship Minor

Glendowie College

Auckland

2017 - 2021

NCEA Level 1-3

- Excellence endorsed in NCEA Level 3
- Achieved Art Design Scholarship

INTERESTS

- Cooking, guitar, piano, making graphic novel, visiting markets

REFEREES

Lesley Ung

Lecture at AUT

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Carol Taka

Producer of Geo AR Games

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