

Lyuying Guo

guolyuying@gmail.com | lyuyingguo.com

EDUCATION

Savannah College of Art and Design

M.F.A. in Animation

Savannah, GA
Sep 2024 - Nov 2026

University of Southern California | Roski School of Art and Design

B.A. in Art

Los Angeles, CA
Jan 2019 - Dec 2022

- GPA: 3.93 (Graduated Summa Cum Laude)
 - Relevant Coursework: Advanced Painting & Drawing, Advanced Game Project, Traditional Animation, Comics
-

TECHNICAL SKILLS

- **Skills:** 2D/3D Animation, Illustration, 3D Modeling, Sculpting, Texturing, Game Programming, Front-End Web Dev
 - **Development Tools:** C#, Python, HLSL, HTML/CSS, JavaScript, Bulma, Perforce, Git
 - **Creative Software:** Blender, Procreate, Unity, SketchUp, Adobe (Photoshop, Illustrator, InDesign, Premiere)
-

PROFESSIONAL EXPERIENCE

Cosmic Cobalt Productions | Los Angeles, CA

Jun 2023 – Oct 2023

Background Artist

- Painted 30 pieces of background art in '60s Chinese gouache poster style for animated documentary

Sofamon | San Francisco, CA (remote)

Apr 2023 – Jul 2023

Illustrator

- Illustrated promotional art featuring company's bunny mascot, displayed prominently on Web3 product's homepage

DreamPark | Madison, WI (remote)

Jun 2022 - Apr 2023

Co-founder & Graphic Designer

- Designed graphics printed on studio's merchandise (T-shirt, notebook cover, film poster, product packaging etc.)

Baobab Studios | Redwood City, CA (remote)

Aug 2021 - Dec 2021

Marketing Art Intern

- Created marketing art featuring characters from films *Crow: The Legend* (2017), *Namoo* (2021), *Baba Yaga* (2022)
- Developed main character design for unannounced animated series

USC Immersive Media Lab | Los Angeles, CA

May 2021 - Aug 2021

Concept Artist

- Painted environment concept art for VR driving simulator installed in Mercedes-Benz dealership in Carson, CA

TiMi Studio Group, Tencent Games | Shenzhen, China (remote)

Feb 2020 - Jun 2020

Marketing Design Intern

- Established marketing design handbook to set guidelines for global marketing team
 - Delivered graphic and typography designs to promote brand identity on social media
-

PROJECTS

Personal Website

Mar 2024 – Jul 2024

Developer & Designer

- Coded website using HTML, CSS, and JavaScript and published through GitHub Pages to showcase personal work
- Designed interface and illustrated graphics for enjoyable user experience

Flarpy Blorb (2D video game)

Dec 2023 – Feb 2024

Programmer & Artist

- Recreated *Flappy Bird* in Unity with C# scripts and hand-drawn assets for game dev practice, following a tutorial

Skylost (3D video game)

Aug 2021 – May 2022

Art Director

- Led 10 artists on team of 30 to develop open-world game where player adventures among floating islands
- Established concept art, storyboards, UI design, and draw-overs to set direction for team
- Game is available on Steam, a USC Games Expo 2022 selection, featured in IGN live coverage

Home (3D animated short)

Nov 2020 – Aug 2021

Visual Development Artist

- Painted mood concepts to visualize a war-ridden Middle Eastern town based on script
- Designed environments and props to serve as reference for 3D artists