

# Lyuying Guo

## 3D Rigger & Modeler

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### EDUCATION

#### Savannah College of Art and Design

Sep 2024 – May 2027

*Animation (M.F.A.)*

- Coursework: Rigging, Modeling, Animation, Procedural Modeling & Animation, LookDev, Cloth & Hair Simulation

#### University of Southern California | Roski School of Art and Design

Jan 2019 – Dec 2022

*Art (B.A.)*

- Coursework: Advanced Game Project, Advanced Painting, Traditional Animation, Concept Design
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### SKILLS & TOOLS

- **Skills:** Rigging, Modeling, Tool Scripting, Texturing, Procedural Art, Lighting, Simulation, Front-End Web Dev
  - **Software:** Maya, Houdini, Unity, Blender, OpenUSD, Substance Painter, Photoshop, Nuke, Marmoset Toolbag
  - **Programming Languages:** Python, C++, C#, Bash/Zsh, VEX, HScript, MEL, JavaScript, HTML/CSS
  - **Developer Tools:** Linux, Perforce, Git, Visual Studio Code, PyCharm, Jupyter Notebook, Bulma
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### PROFESSIONAL EXPERIENCE

#### Baobab Studios | Redwood City, CA (remote)

Aug 2021 – Dec 2021

*Marketing Art Intern*

- Devised and produced creative marketing campaigns in collaboration with Marketing Director and two other interns
- Created marketing art featuring characters for social media campaigns such as film releases and holiday celebrations
- Created character development art for an unannounced project

#### TiMi Studio Group, Tencent Games | Los Angeles, CA

Jan 2020 – May 2020

*Marketing Design Intern*

- Conducted hour-long interviews with students majoring in games at USC and co-produced with two other interns a 3-minute documentary to destigmatize game as a profession, gaining 20k views on Tencent's official Bilibili channel
- Established a marketing design handbook to set standards for TiMi's social media marketing campaigns
- Produced and released social media marketing materials by myself based on the handbook

#### Cosmic Cobalt Productions | Los Angeles, CA

Jun 2023 – Oct 2023

*Background Artist*

- Designed and painted 30 backgrounds for a 2D animated documentary produced by Global Health Reporting Center

#### DreamPark | Madison, WI (Remote)

May 2022 - Mar 2023

*Co-founder & Graphic Designer*

- Co-founded the indie creative studio with another individual to support underrepresented artists in animation, film, games, and music and incubate projects funded by revenues generated from merchandise sales
- Created illustrations and graphic designs printed on merchandise such as T-shirts, notebooks, and water bottles

#### Orientation Services, University of Southern California | Los Angeles, CA

Jan 2020 - Jan 2021

*Spring Admit Ambassador*

- Mentored a group of 10 freshmen who shared the same unique experience as myself of entering college in spring
  - Guided mentees through freshman year by organizing in-person group activities and 1-on-1 counseling sessions
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### PROJECTS

#### Turn of the Leaf (Live-action/Animation hybrid short, SCAD VFX thesis)

Nov 2024 – May 2025

*Character Rigger*

- Created full rigs for human and robot characters using in-house rigging tool and from scratch
- Developed creative solutions for non-standard character anatomies (e.g. asymmetrical and half-body forms)
- Worked closely with animator and designed rigs for efficient mocap retargeting in Vicon Shogun

#### Skylost (3D video game)

Aug 2021 – May 2022

*Art Director*

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