

Lyuying Guo

3D Generalist & Rigger

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TECHNICAL SKILLS

- **Skills:** Modeling, Rigging, Shaders, Texturing, Animation, Simulation, Scripting, Lighting, Compositing, Rendering
- **Software:** Maya, Houdini, Unity, Blender, Substance Painter, Marmoset Toolbag, After Effects, Nuke, Photoshop
- **Languages & Tools:** Python, C#, MEL, VEX, JavaScript, HTML/CSS, Perforce, Git

RELEVANT PROJECTS

Turn of the Leaf (3D animated short, SCAD thesis film)

Nov 2024 – Present

Character Rigger

- Rigged asymmetrical human characters and robots with intricate mechanics using SCAD in-house Maya rigging tool
- Adjusted rigs for motion capture retargeting in Shogun

Infinite Journey (3D animation)

Jan 2025 – Mar 2025

Concept Artist, Modeler, LookDev Artist, Rigger, Animator, Lighter, Compositor

- Responsible for everything in the 5-second shot from concept design to compositing
- Developed procedural PBR shaders in Maya for realistic surfacing
- Created multilayer matte painting in Photoshop to achieve parallax effect in background

Flarpy Blorb (2D video game)

Dec 2023 – Feb 2024

Gameplay Programmer & Technical Artist

- Recreated *Flappy Bird* in Unity with C# scripts and hand-drawn assets
- Created **procedurally-generated** background elements with Unity **Particle System**

Skylost (3D video game)

Aug 2021 – May 2022

Art Director

- Led 10 artists on team of 30 to develop **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

Personal Website

Mar 2024 – Jul 2024

Front-End Developer & UI/UX Designer

- Created website **from scratch** with **HTML, CSS, JavaScript, Bulma CSS Framework**, hosted on GitHub Pages
- Designed and implemented **interactive** elements, including a **day/night theme switch** and a **modal-based gallery**

PROFESSIONAL EXPERIENCE

Cosmic Cobalt Productions | Los Angeles, CA

Jun 2023 – Oct 2023

Background Painter

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

Baobab Studios | Redwood City, CA (remote)

Aug 2021 – Dec 2021

Marketing Art Intern

- Created marketing art featuring characters for social media campaigns such as film releases and holiday celebrations
- Designed characters for an unannounced animated show

TiMi Studio Group, Tencent Games | Los Angeles, CA

Jan 2020 – May 2020

Marketing Design Intern

- Established a marketing design handbook to set standards for studio's social media marketing campaigns
- Co-directed and produced a documentary featuring game-major students for studio's overseas recruiting campaign

EDUCATION

Savannah College of Art and Design

Savannah, GA

M.F.A. in Animation (GPA: 3.66)

Sep 2024 – Present

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

University of Southern California | Roski School of Art and Design

Los Angeles, CA

B.A. in Art (GPA: 3.93)

Jan 2019 – Dec 2022

- Relevant Coursework: Advanced Game Project, Advanced Drawing & Painting, Traditional Animation, Illustration