

Lyuying Guo

Technical Artist & Rigger

guolyuying@gmail.com | lyuyingguo.com

TECHNICAL SKILLS

- **Skills:** Rigging, Modeling, Animation, Texturing, Shaders, Game Scripting, Tool Scripting, Front-End Web Dev
 - **Software:** Maya, Blender, Unity, Unreal Engine, ZBrush, Marmoset Toolbag, Photoshop, Illustrator
 - **Development Tools:** Python, C#, HLSL, JavaScript, HTML/CSS, Perforce, Git, Google Colab
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RELEVANT PROJECTS

Character Rigs with Maya

Sep 2024 – Nov 2024

Rigger

- Created **rigs from scratch** for skeleton-based robot, constraint-based robot, and IK-FK hybrid snake
- Created rig for biped character using SCAD's in-house **modular rigging tool**, hand-painted skin weights, and rigged eyes and hair from scratch
- Troubleshoot and **fixed bugs** for rigging tool's malfunctioning UI script in **Python** and restored function
- Tested rigs extensively with **keyframe animation**

Biped Character Modeling, Texturing & Shader Development

Jul 2024 – Aug 2024

Modeler, Texturer & Technical Artist

- Recreated 2D anime character in 3D with poly-**modeling**, **sculpting**, hand-painted **textures** in Blender, and **normal maps** baked in Marmoset Toolbag
- Developed a complex shader with **node-based shader graph** automating character's eyes to follow camera with parallax effect

Flarpy Blorb (2D video game)

Dec 2023 – Feb 2024

Programmer & 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

Portfolio Website

Mar 2024 – Jul 2024

Front-End Developer & Visual Designer

- Created website from scratch with **HTML**, **CSS**, **JavaScript**, **Bulma CSS Framework**, hosted on GitHub Pages
 - Designed interactive visual elements for friendly user experience, including a day/night theme switch
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PROFESSIONAL EXPERIENCE

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)

Freelance Illustrator | Los Angeles, CA

Dec 2022 – Mar 2024

- Collaborated with clients from film, music, and tech industries, delivering commissioned artworks such as animation background art, website illustrations, album cover art, and merchandise graphic design
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EDUCATION

Savannah College of Art and Design

Savannah, GA

M.F.A. in Animation

Sep 2024 – Present

- Relevant Coursework: Rigging, Cloth & Hair Simulation, 3D Modeling & Texturing, 3D Character Animation
- Extracurricular: Rigging Union, development of HERMES (SCAD's in-house **Python-based rigging tool for Maya**)

University of Southern California | Roski School of Art and Design

Los Angeles, CA

B.A. in Art

Jan 2019 – Dec 2022

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