

Lyuying Guo

Rigger & Technical Artist

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TECHNICAL SKILLS

- **Skills:** Rigging, Modeling, Tool Scripting, Procedural Shading, Texturing, Lighting, Rendering, Simulation
- **Software:** Maya, Houdini, Unity, Blender, OpenUSD, Substance Painter, Photoshop, Illustrator, After Effects, Nuke, Media Encoder, Marmoset Toolbag, SketchUp
- **Programming Languages:** Python, C++, C#, Bash/Zsh, VEX, HScript, MEL, JavaScript, HTML/CSS
- **Developer Tools:** Linux, Perforce, Git, Visual Studio Code, PyCharm, Jupyter Notebook

RELEVANT PROJECTS

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

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 or half-body forms)
- Worked closely with animator and designed rigs for efficient **mocap retargeting** in **Vicon Shogun**

Infinite Journey (3D animation, personal project)

Jan 2025 – Mar 2025

Independent Creator

- Authored concept, modeling, texturing, rigging, animation, lighting, and compositing for the **5-second animation**
- Developed **procedural PBR shaders** in **Maya Arnold** to enhance realism
- Created multilayer **matte painting** in **Photoshop** to achieve parallax effect in background

Flappy Bird Remake (2D video game, personal project)

Dec 2023 – Feb 2024

Programmer & Artist

- Recreated the popular game in **Unity** with **C#** scripts and hand-drawn assets
- Created **procedurally-generated background** with Unity's **Particle System**

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

Personal Website (personal project)

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 Artist

- Designed and painted 30 backgrounds for 2D animated documentary produced 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

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

EDUCATION

Savannah College of Art and Design

Sep 2024 – Mar 2027

M.F.A. in Animation

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

University of Southern California | Roski School of Art and Design

Jan 2019 – Dec 2022

B.A. in Art

- Relevant Coursework: Advanced Game Project, Advanced Painting, Traditional Animation, Concept Design