

# Lyuying Guo

## Technical Animator & Rigger

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### TECHNICAL SKILLS

- **Skills:** Rigging, Modeling, 3D 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 extra features such as eyes and hair from scratch
- Troubleshoot and **fixed bugs** for aforementioned rigging tool's **Python** script
- Tested rigs extensively with keyframe animation

#### Biped Character Modeling, Texturing & Shader Development

Jul 2024 – Aug 2024

##### Modeler, Texturer & Technical Artist

- Recreated 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, Modeling, Textures & Shaders, 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