

Lyuying Guo
Technical Artist & Rigger
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TECHNICAL SKILLS

- **Skills:** Rigging, Modeling, Texturing, Shaders, Animation, Tool Scripting, Game 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, Homebrew, Jupyter Notebook
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RELEVANT PROJECTS

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

Nov 2024 – Present

Rigger

- Responsible for rigging key character (robot with intricate mechanics) and most side characters

Character Rigs with Maya

Sep 2024 – Nov 2024

Rigger & Technical Animator

- 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 functionality
- Tested rigs extensively with **keyframe animation**

Character Modeling, Texturing & Shader Development

Jul 2024 – Aug 2024

Technical Artist, Modeler & Texturer

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

Flarpy Blorb (2D video game)

Dec 2023 – Feb 2024

Technical Artist & Gameplay Programmer

- 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 & UI/UX Designer

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

Baobab Studios | Redwood City, CA (remote)

Aug 2021 – Dec 2021

Marketing Artist Intern

- Created marketing art featuring characters from films *Crow: The Legend* (2017), *Namoo* (2021), *Baba Yaga* (2022) for social media campaigns such as film releases and holiday celebrations
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EDUCATION

Savannah College of Art and Design

Savannah, GA

M.F.A. in Animation (GPA: 4.00)

Sep 2024 – Present

- Relevant Coursework: Rigging, Cloth & Hair Simulation, 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 (GPA: 3.93)

Jan 2019 – Dec 2022

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