

Lyuying Guo

guolyuying@gmail.com • (213) 905-5374

lyuyingguo.com • github.com/guolyuying

EDUCATION

Savannah College of Art and Design

M.F.A. in Animation

Savannah, GA

Sep 2024 - May 2026

University of Southern California | Roski School of Art and Design

B.A. in Art

Los Angeles, CA

Jan 2019 - Dec 2022

- GPA: 3.93
- Relevant Coursework: Advanced Game Project, Animation, Illustration, Comics, Advanced Painting & Drawing

TECHNICAL SKILLS

- **Skills:** Game Scripting, Shader Scripting, 2D/3D Animation, 3D Modeling, Illustration, Traditional Art
- **Programming Languages:** C#, Python, HLSL, HTML/CSS
- **Software:** Unity, Blender, Procreate, Photoshop, Illustrator, Perforce, Git

PROFESSIONAL EXPERIENCE

Cosmic Cobalt Productions | Los Angeles, CA

Jun 2023 – Oct 2023

Background Artist

- Painted 30 pieces of background art in '60s Chinese gouache poster style for animated documentary

Sofamon | San Francisco, CA (remote)

Apr 2023 – Jul 2023

Illustrator

- Illustrated website art featuring company's bunny mascot, displayed prominently on Web3 product's homepage

Groupoo | Beijing, China (remote)

Nov 2022 - Dec 2022

Illustrator

- Designed keyframes and 2D assets for motion graphics commercial

Baobab Studios | Redwood City, CA (remote)

Aug 2021 - Dec 2021

Marketing Art Intern

- Created marketing art featuring animated film characters
- Devised social media marketing plans for films *Crow: The Legend* (2017), *Namoo* (2021), *Baba Yaga* (2022)
- Developed main character designs for unannounced animated series

USC Immersive Media Lab | Los Angeles, CA

May 2021 - Aug 2021

Concept Artist

- Painted environment concept art for VR driving simulator installed in Mercedes-Benz dealership in Carson, CA

TiMi Studio Group, Tencent Games | Shenzhen, China (remote)

Feb 2020 - Jun 2020

Marketing Design Intern

- Established marketing design handbook to set guidelines for global marketing team
- Delivered graphic and typography designs to promote brand identity on social media

PROJECTS

Flarpy Blorb (2D video game)

Dec 2023 – Present

Programmer & Artist

- Developed a *Flappy Bird*-like side-scrolling game in Unity by myself

Skylost (3D video game)

Aug 2021 – May 2022

Art Director

- Led 10 artists on team of 30 to develop open-world game where player adventures among floating islands
- Established concept art, storyboards, UI design, and draw-overs to set direction for team
- Game is available on Steam, a USC Games Expo 2022 selection, featured in IGN live coverage

Home (3D animated short)

Nov 2020 – Aug 2021

Visual Development Artist

- Painted mood concepts to visualize a war-ridden Middle Eastern town based on script
- Designed environments and props to serve as reference for 3D artists