

Lyuying Guo  
**Technical Animator & Rigger**  
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## TECHNICAL SKILLS

- **Skills:** Rigging, Modeling, 3D Animation, Texturing, Shaders, Game Scripting, Front-End Web Dev, Illustration
  - **Software:** Maya, ZBrush, Blender, Unity, Unreal Engine, Photoshop
  - **Development Tools:** Python, C#, HLSL, JavaScript, HTML/CSS, Perforce, Git, Jupyter Notebook
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## RELEVANT PROJECTS

### Character Rigs with Maya

Sep 2024 – Nov 2024

#### Rigger

- Created rigs from scratch for a skeleton-based robot, a constraint-based robot, and an IK-FK hybrid snake
- Tested rigs with keyframe animation

### Human Character Modeling, Texturing & Shader Development

Jul 2024 – Aug 2024

#### Modeller, Texturer & Technical Artist

- Recreated anime character in 3D with poly-modeling, sculpting, hand-painted texture in Blender, and normal maps baked in Marmoset Toolbag
- Developed a complex shader automating character's eyes to react to 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 auto-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 available 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, and hosted on GitHub Pages
  - Designed interactive visual elements for friendly user experience, including a day/night theme switch
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## 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

### 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)
- Developed main character design 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
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## EDUCATION

### Savannah College of Art and Design

Savannah, GA

#### M.F.A. in Animation

Sep 2024 - Present

- Relevant Coursework: Character & Prop Rigging, Character Animation

### 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 Painting & Drawing, Traditional Animation