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, Jupyter Notebook

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RELEVANT PROJECTS

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
- Troubleshot 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 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 animation background art, website illustration, 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 (GPA: 4.00)　　　　　　　　　　　　　　　　*Sep 2024 – Present*
- Relevant Coursework: Rigging, Cloth & Hair Simulation, Organic 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