Lyuying Guo
3D Modeler & Rigger

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EDUCATION

Savannah College of Art and Design   *Sep 2024 – May 2027*
Animation (M.F.A.)
- Coursework: Modeling, LookDev, Rigging, Procedural Modeling & Animation, Animation, Cloth & Hair Simulation

University of Southern California | Roski School of Art and Design   *Jan 2019 – Dec 2022*
Art (B.A.)
- Coursework: Advanced Game Project, Advanced Painting, Traditional Animation, Concept Design

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SKILLS & TOOLS

- **Skills**: Modeling, Texturing, Shaders, Rigging, Tool Scripting, Lighting, Simulation, Illustration
- **Software**: Maya, Houdini, Blender, Substance Painter, Photoshop, Marmoset Toolbag, Unity, Nuke, OpenUSD
- **Programming Languages**: C++, C#, Python, Bash/Zsh, VEX, HScript, MEL, JavaScript, HTML/CSS
- **Developer Tools**: Linux, Perforce, Git, Visual Studio Code, PyCharm, Jupyter Notebook

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PROFESSIONAL EXPERIENCE

Baobab Studios | Redwood City, CA (remote)   *Aug 2021 – Dec 2021*
Marketing Art Intern
- Devised and produced creative marketing campaigns in collaboration with Marketing Director and two other interns
- Created marketing art featuring characters for social media campaigns such as film releases and holiday celebrations
- Created character development art for an unannounced project

TiMi Studio Group, Tencent Games | Los Angeles, CA   *Jan 2020 – May 2020*
Marketing Design Intern
- Conducted hour-long interviews with students majoring in games at USC and co-produced with two other interns a 3-minute documentary to destigmatize game as a profession, gaining 20k views on Tencent's official Bilibili channel
- Established a marketing design handbook to set standards for TiMi's social media marketing campaigns
- Produced and released social media marketing materials by myself based on the handbook

Cosmic Cobalt Productions | Los Angeles, CA   *Jun 2023 – Oct 2023*
Background Artist
- Designed and painted 30 backgrounds for a 2D animated documentary produced by Global Health Reporting Center

Immersive Media Lab, University of Southern California | Los Angeles, CA   *Feb 2021 - May 2021*
Concept Artist
- Designed and painted 4 pieces of fantasy environment concept art for an AR driving simulator, now installed in Trophy Automotive Dealer Group in Carson, CA
- Communicated with art director to set artistic visions and collaborated with 3D artists to realize concept in Houdini

Orientation Services, University of Southern California | Los Angeles, CA   *Jan 2020 - Jan 2021*
Spring Admit Ambassador
- Mentored a group of 10 freshmen who shared the same unique experience as myself of entering college in spring
- Guided mentees through freshman year by organizing in-person group activities and 1-on-1 counseling sessions

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PROJECTS

Turn of the Leaf (Live-action/Animation hybrid short, SCAD VFX thesis)   *Nov 2024 – May 2025*
Character Rigger
- Created full rigs for human and robot characters using in-house rigging tool and from scratch
- Developed creative solutions for non-standard character anatomies (e.g. asymmetrical and half-body forms)
- Worked closely with animator and designed rigs for efficient mocap retargeting in Vicon Shogun

Skylost (3D video game, USC Advanced Game Project)   *Aug 2021 – May 2022*
Art Director
- Led 10 artists on a team of 30 to develop an 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