# Lyuying Guo
## Technical Animator & Rigger
guolyuying@gmail.com | **lyuyingguo.com**

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## TECHNICAL SKILLS
- **Skills**: Rigging, Modeling, 3D Animation, Texturing, Shaders, Game Scripting, Front-End Web Dev, 3D Math
- **Software**: Maya, Blender, Unity, Unreal Engine, ZBrush, Marmoset Toolbag, Photoshop, Illustrator
- **Development Tools**: Python, C#, HLSL, JavaScript, HTML/CSS, Perforce, Git, Google Colab

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## RELEVANT PROJECTS
**Character Rigs with Maya**                                               *Sep 2024 – Nov 2024*
*Rigger*
- 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 extra features such as eyes and hair from scratch
- Troubleshot and **fixed bugs** for aforementioned rigging tool's **Python** script
- Tested rigs extensively with keyframe animation

**Biped Character Modeling, Texturing & Shader Development**              *Jul 2024 – Aug 2024*
*Modeler, Texturer & Technical Artist*
- Recreated anime character in 3D with poly-**modeling**, **sculpting**, hand-painted **textures** in Blender, and **normal maps** baked in Marmoset Toolbag
- Developed a complex shader with **node-based shader graph** automating character's eyes to follow 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 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 & Visual Designer*
- Created website from scratch with **HTML**, **CSS**, **JavaScript**, **Bulma CSS Framework**, hosted on GitHub Pages
- Designed interactive visual elements for friendly user experience, including a day/night theme switch

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## 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 artworks such as animation background art, website illustrations, 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*                                                      *Sep 2024 – Present*
- Relevant Coursework: Rigging, Cloth & Hair Simulation, Modeling, Textures & Shaders, 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*                                                             *Jan 2019 – Dec 2022*
- GPA: 3.93 (Graduated Summa Cum Laude)
- Relevant Coursework: Advanced Game Project, Advanced Drawing & Painting, Traditional Animation