



Mengyuan (Cherry) Guo

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Story | Animation | Art: www.mcherryguo.com | Story Portfolio: <https://www.mcherryguo.com/storyportfolio>

EDUCATION

University of Southern California, Los Angeles, CA
M.F.A., Animation & Digital Arts, 05/2024

Ringling College of Art & Design, Sarasota, FL
B.F.A., Computer Animation, 05/2020
Senior Thesis Film: *Tricked* - Student Academy Awards Finalist

STORY / ANIMATION EXPERIENCE

Story Artist, University of Southern California, Los Angeles, CA 08/2022—01/2024

- Pitched and developed original story “Bulbank,” currently in production as thesis film. Drew everything from quick sketches to finished detailed storyboard panels. Edited the animatic. Depicted action, camera placement and acting of sequences.
- Developed storyboards based on the assigned script “Dog World.” Practiced translating a script to visual storytelling. Created and storyboarded original stories “Doing Fine,” “The Little Giant Girl,” “On the Road,” “Musical Notes,” and “Folded.” demonstrating the skills of acting, draftsmanship, and cinematography. Work creatively in a fast paced production environment.
- Worked under high pressure and strict deadlines. Made revisions based on feedback notes. Collaborated with peer artists. Practiced various genres such as Comedy, Action, Drama, Teen/Coming-of-Age, Romance, Adventure, Documentary, Visual Music, etc.

Story Artist, Ringling College of Art & Design, Sarasota, FL 08/2017—10/2019

- Co-created and developed the story “Tricked.” Drew storyboards and edited the animatic.
- Created over 8 short animatics including “Mission: Delicious,” “Octo!,” “The Scope.” Drew storyboards and edited the animatics.
- Wrote and illustrated the picturebook *Wipe* currently in active development.
- Worked under high pressure and extremely strict deadlines. Provided revisions based on feedback notes received. Explored genres such as Comedy, Action, and Drama.

CG / CHARACTER ANIMATION EXPERIENCE

3D Animator, University of Southern California, Los Angeles, CA 12/2020—12/2022

- Animated main characters for cutscenes from “There You Are,” an independent video game project produced at the IMGD of USC.
- Animated various rigged characters demonstrating the skills of naturalistic acting, body mechanics, expressive emotions, and in cases exaggerated acting. Followed weekly deadlines and made revisions based on feedback.

3D Animator, Honda Research Institute USA, San Jose, CA 01/2022—10/2022

- Animated over 70 emotions and reactions for artificial intelligent robot project “Haru.”
- Designed, modeled, rigged, and animated on-screen displays for eye-emotions.

2D Animator, University of Southern California, Los Angeles, CA 08/2021—12/2021

- Animated stylized girl and cat character in original short film “Folded,” following character designs and animation references.
- Designed and animated original character Poli for original, traditional hand-drawn animation clips.
- Animated crowd cats for independent animated short film, serving the director’s visions and instructions.

3D Animator, Ringling College of Art & Design, Sarasota, FL 10/2017—05/2020

- Modeled, rigged, and animated main characters from collaborated, award-winning thesis film “Tricked.”
- Animated over 8 assigned rigged characters in expressive poses of different emotions such as happiness, anger, disgust, presenting the ability of animating with clear silhouette, exaggeration, line of action, and asymmetry.
- Modeled, textured, rigged, and animated 3D characters in compliance with various assignments, utilizing application softwares such as Autodesk Maya, Zbrush, Substance Painter, Nuke, and Adobe Premiere.

SKILLS

Proficient Skills: Story Artist, Drawing, Storyboarding, Visual Storytelling, Staging, Layout, 3D / 2D Character Animation, Acting, Cinematography, Editing, Draftsmanship, Communication, Teamwork!

Application Software: Toon Boom Storyboard Pro, Autodesk Maya, TVPaint Animation, SketchUp, Zbrush, Substance Painter, Nuke; Adobe suite including Photoshop, Premiere, Audition, After Effects, Illustrator, InDesign, and Lightroom.

Personal: 16 years of Piano, proficient English, native-language Chinese, fluent Japanese. Ceramics, modeling clay, metal casting, printmaking. Dog-person with a cat, bamboo-shoots lover, a fan of strategy board games.