



# Mengyuan (Cherry) Guo

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3D Animation | Story | Art: [www.mcherryguo.com](http://www.mcherryguo.com)

## EDUCATION

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**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*

## STORY / ANIMATION EXPERIENCE

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**Story Artist**, University of Southern California, Los Angeles, CA 08/2022—12/2022

- Developed storyboards based on the existing script “Dog World.”
- Created and developed, and drew storyboards for original stories “Doing Fine,” “The Little Giant Girl,” and “On the Road.”

**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

- Designed and animated original character Poli for original, traditional hand-drawn animation clips.

**3D Animator**, University of Southern California, Los Angeles, CA 12/2020—09/2021

- Animated main characters for cutscenes from “There You Are,” an independent video game project produced at the Games Department of University of Southern California.

**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.”
- Posed over 6 school 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.

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

- Co-created and developed the story “Tricked” and “Bulbank.” 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.

## VISUAL DEVELOPMENT EXPERIENCE

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**Visual Development Artist**, University of Southern California, Los Angeles, CA 01/2023—03/2023

- Developed world-building artworks for original story “Thumboo,” including maps, layout sketches, props, and crowd characters.
- Researched specific natural environments, props, costumes, and lifestyles with Eastern rural cultures.

**Character Designer**, University of Southern California, Los Angeles, CA 01/2022—05/2022

- Designed and developed 5 main characters for original story “Thumboo,” including humans and animals.
- Explored variation and possibilities in shapes, poses, and styles for the character designs.

**Visual Development Artist**, Ringling College of Art & Design, Sarasota, FL 08/2017—05/2019

- Designed and developed 3 main characters of collaborated senior thesis film “Tricked.”
- Worked under time-sensitive deadlines to design human characters, creatures, animals, environments and vehicles basing on strong, fun silhouettes and sketches created in Photoshop and Chemistry.

## SKILLS

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

**Traditional Medium:** Ink, charcoal, watercolor, gouache, ceramics, sculpting with Sculpey, wood, modeling clay, Chavant clay, metal casting, stone-carving, wire, printmaking including screen-print, wood-cut, etching, and linoleum

**Personal:** 16 years of Piano, native-language Chinese, fluent English, fluent Japanese; dog-person with a cat, bamboo-shoots lover, a fan of strategy board games