



Mengyuan (Cherry) Guo

Storyboard | Art | Production | www.mcherryguo.com

CONTACT DETAILS

✉ mcherryguo@gmail.com

☎ (941) 447-7672

📍 500 E Lexington Dr
Apt 102, Glendale, CA 91206

EDUCATION

M.F.A., Animation & Digital Arts

University of Southern California
Los Angeles, CA, 2021 - 2024
Thesis Film: *Bulbank*

B.F.A., Computer Animation

Ringling College of Art & Design
Sarasota, FL, 2016 - 2020
Thesis Film: *Tricked* - Student
Academy Awards Finalist

SKILLS

Skills:

Scheduling & timeline planning,
progress tracking, workflow
coordination, budget tracking,
editing, problem solving.

Tools:

Google Sheets, Excel, ShotGrid,
Adobe Photoshop, Adobe
Premiere Pro, Toon Boom
Storyboard Pro, Autodesk Maya,
TVPaint Animation.

Languages & Interests:

English, Mandarin (native),
Japanese (fluent); music, board
games, dog person with a cat.

SUMMARY

Experienced Producer with a strong creative background in 3D and 2D animation, managing productions through clear scheduling and cross-functional communication, with hands-on knowledge of story and filmmaking pipelines.

WORK EXPERIENCE

Producer

Rolli Basso Studios

06/2024

— Present

- Supporting development and production planning for an in-development 3D animated series and a companion language-learning app within a shared narrative world.
- Establishing and maintaining production tracking systems for animation and app content, built from the ground up, including a 2,500+ item vocabulary database.
- Collaborating with the director to prioritize content, streamline scope, assign tasks, and coordinate progress and communication across story, assets, app, and external vendors.
- Supporting casting coordination, including audition tracking and candidate follow-ups.

Producer

University of Southern California

01/2022

— 10/2025

- Managed production schedules, timelines, workflows, budgets, and festival submissions for five 2D and 3D animated short films, ensuring timely delivery of assets and milestones.
- Implemented production tracking systems and workflows, improving efficiency and reducing production costs.

CREATIVE EXPERIENCE

3D Generalist / Animator

University of Southern California

12/2020

— 06/2024

- Contributed to character animation, layout, asset development, and storyboarding for 3D and 2D animated projects, supporting visual storytelling and production planning.
- Supported production through modeling, rigging, rendering, animatic edits, revisions, and technical troubleshooting under tight deadlines.

3D Animator

Honda Research Institute USA, San Jose, CA

01/2022

— 10/2022

- Animated 70+ emotions for an AI-driven robotic character.
- Designed, modeled, rigged, and animated expressive on-screen eye displays to support emotional communication.