



# Mengyuan (Cherry) Guo

Storyboard | Art | Production | [www.mcherryguo.com](http://www.mcherryguo.com)

## CONTACT DETAILS

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## 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.