



Mengyuan (Cherry) Guo

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Animation | Story | Portfolio: www.mcherryguo.com | **2D Animation:** www.mcherryguo.com/2danimation

EDUCATION

University of Southern California, Los Angeles, CA
M.F.A., Animation & Digital Arts, 05/2020

Ringling College of Art & Design, Sarasota, FL
B.F.A., Computer Animation, 05/2020
Senior Thesis: *Tricked*

ANIMATION / STORY / VISUAL DEVELOPMENT EXPERIENCE

2D Animator, University of Southern California, Los Angeles, CA 08/2021—12/2021
• Designed and animated original character Poli.

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 senior thesis film “Tricked”.
• Posed over 6 school rigged characters in expressive poses of different emotions such as happiness, anger, disgust, sadness, fear, presenting the ability of animating with clear silhouette, exaggeration, line of action, and asymmetry.
• Animated walk cycle, walk in-out, and turn-take, including blend-shapes with school rigged characters in Autodesk Maya.
• Modeled a self-designed Christmas plant character in ZBrush, redid topology in 3D Coat, fixed it up in Autodesk Maya along with making the Xgen leaves and hanging Christmas lights.
• Animated the self-rigged Christmas plant character to push and pull, in both natural and exaggerated animation style.
• Explored new ways to create object light using surface shader and mesh light.
• Rendered frames with Arnold Renderer, added after effects in Nuke, added sound and edited 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* in development.

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 doodles created in Photoshop and Chemistry.
• Drew over 500 silhouettes/doodles and 32 draw-overs, and picked the best 20, then developed the best 3 into value paintings.
• Researched on a large variety of themes such as steampunk, military uniform, mermaid, feathers, and metallic vehicles, etc.
• Explored possibilities of self-caricature and body shape, and researched Japanese and Chinese legendary monsters for wider options.
• Designed over 12 characters in a single semester, applied to class projects in Computer Animation, Visual Development, and Story.

SERVICE / DESIGN EXPERIENCE

Yearbook Designer, Idyllwild Arts Academy, Idyllwild, CA 11/2015—05/2016
• Responsible for yearbook sections of Classical Music, Songwriting, and Jazz department, and the yearbook cover.
• Practiced and became proficient in using Adobe Photoshop, Lightroom, and InDesign.
• Brainstormed over 6 ideas for the cover and pitched to the instructor and the crew.

Teacher’s Assistant, Idyllwild School, Idyllwild, CA 03/2015—05/2015
• Participated in smARTS, an collaborative event of Idyllwild Arts Academy and Idyllwild School in order to spread art’s appeal.
• Assisted art instructors to teach children from 3rd grade to 5th grade drawing, painting, and origami.
• Planned course content, and taught 32 children of 5th grade watercolor painting, collaborating with 2 classmates.
• Built trusting relationship with the students, and aroused their interest and passion for visual art.

PERSONAL SKILLS

Application Software: Autodesk Maya, TVPaint Animation, SketchUp, Zbrush, Substance Painter, Nuke, Chemistry, Toon Boom Storyboard Pro, Adobe softwares including Photoshop, Flash, Audition, After Effects, Illustrator, InDesign, Lightroom, and Premiere.
Traditional Medium: Ink, charcoal, watercolor, gouache, ceramics, sculpting with Sculptey, wood, modeling clay, Chavant clay, metal casting, stone-carving, wire, printmaking including screen-print, wood-cut, etching, and linoleum.
Personal: 16 years of Piano, first-language Chinese, fluent English, fluent Japanese.