

# CHENG GUO

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<https://www.guochengportfolio.com/>

## PROFESSIONAL SUMMARY

Visual development artist and illustrator working in the entertainment industry. Working on 2D animation, Visual development, Character Design, Prop Design and Background art.

## SKILLS

- Visual development
- Prop design
- Background design
- Character design
- Photoshop
- After Effect
- Zbrush
- TVpaint
- MAYA
- Blender
- Substance painter
- Toonboom

## WORK HISTORY

Aug 2020 - Current  
Burbank, CA

**Freelance Visual Development Artist** / Warner Animation Group

- Worked with the art director and optimize the 2D concept design to animated 3D shorts for the feature animation

Jun 2020 - Sep 2020  
San Mateo, CA

**3D Artist, Visual Development Artist** / Stealthy startup

- Created PBR and stylized texture for 3D character and props
- Created the high poly and low poly 3D characters for the game
- Created illustrations for marketing department and the app store
- Designed props, character, layout, concept design and marketing materials for the game

Sep 2019 - Nov 2019  
Los Angeles, United States

**Animation Internship** / SUPER 78

- Worked with the lead animator and animated the 3D characters for the studio's show

May 2019 - Jul 2019  
Los Angeles, United States

**Designer** / The Getty

- Worked with creative director and created the motion graphic for Getty Unshuttered even at Getty Center

## CREDITS

05/2019-09/2019 **Video Game "Onwards"** (animator/ visual development )

02/2019-05/2019 **GO! GO!** (Background designer)

06/2018-08/2018 **Robot Vacuum's Escape** (VFX artist/ animator)

## EDUCATION

May 2020  
Los Angeles, CA

**Master of Arts in Animation And Digital Arts**  
University of Southern California

May 2015  
Shanghai, China

**Bachelor of Arts in Animation And Digital Arts**  
University of Shanghai