

Lulin Guo

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<http://luling.weebly.com/>

Education

The Art Institute of Pittsburgh (2011-2013) - Bachelor of Science in Game Arts

2013 Best of the show – Summer portfolio show

University of Pittsburgh (2006-2010) - Bachelor of Science in Natural Sciences

Experience

Concept Artist/UI Designer | Marxent Labs (2014 - 2016) – full-time

- Tasks include communicating with the sales team to draft storyboard for mobile app concepts, creating UI assets for various devices, and creating print-ready trackable marker images for augmented reality apps.

Character Artist | InnoMen Productions (2015 -present) – contract

Sierra Ops

- Tasks include creating character sprites and plot illustrations.

Lead Artist | Inverted Mouse (2014 -present) – Freelance

Cursed Sight

- Illustrator responsible for creating character sprites, CGs and background illustrations.

Lead Artist | RogueCastle (Feb 2014 - September 2014) – full-time contract

Tides of Fate (tabletop game)

- Worked under the creative director to create designs for character and props, logo-design, map design, character and prop illustration for print. All materials are to be used as art assets within the game.

Background Illustrator | Phail-Safe Interactive (2013 - 2014) – freelance

Chrono Mage Chronicles (PC Game)

- Worked under team lead to create vibrant battle background assets to be imported to RPG Maker engine.

Lead Artist | Sakevisual (2010 - 2014) – contract

RE:Alistair++ (PC game)

- Responsible for User Interface (UI) design, character design and illustration, in-game Computer Graphics (CG) and promotional artwork.

Backstage Pass (PC game)

- Responsible for all in-game graphics, including UI design, character sprite and CG and background illustration, as well as illustration for any promotional materials such as artbooks, banners, postcards and game box cover.

Freelance Illustrator (2006 — present) - freelance

- Tasks include creating illustrations and designs based on client description and references.

Qualifications

- Developed background in character and environmental concepts and Illustrations.
- Strong traditional and digital art skills, proficient in anatomy, lightning and perspective.
- Strong graphic design skills and creativity.
- Proficient in Adobe Design suite (Photoshop, illustrator, Indesign, flash, Premiere, After Effects)
- Proficient in 2D painting software such as Paint Tool SAI and Painter.
- Experienced with 3D software such as 3D Studio Max, Zbrush, Unreal and Unity engines.
- Proficient in Microsoft office (Word, Power-point, Excel, Outlook.)
- Fluent in both English and Chinese languages.