

## Eric Guo

**Portfolio:** [Eric Guo – Portfolio \(https://ericguotx.artstation.com/albums/14635935\)](https://ericguotx.artstation.com/albums/14635935)

3221 Loyola Dr, Flower Mound, TX 75022 (Able to work on-site)  
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### Objective

Seeking a job in the game and entertainment industry, specializing in 2D/3D Character Art, 3D Modeling, or Game Illustration.

### Summary

Aspiring Splash Artist & Illustrator with 4 years of academic rigor and 1 year of professional internship experience. Focused on video game industry to bring stories to life visually.

Proven skills in figure drawings, character design and visual storytelling. Adept at 2D/3D software with a strong grasp of core and game art skills. Developed concepts and designs for various game elements, such as characters, environments, and props. A quick learner with excellent interpersonal skills to collaborate closely with team to experiment with and refine the visual style, and a deep appreciation for diverse themes, styles and game cultures.

### Education

**College for Creative Studies**, Detroit, MI

- Bachelor of Fine Arts in Illustration, Minor in Entertainment Arts
- Expected Graduation: May 2026
- GPA: 3.5 of 4.0 (as of Spring 2025)
- Dean's List for multiple semesters

### Skills

- **Core Art Skills:** Strong command of composition, color theory, perspective, anatomy, lighting and visual storytelling. Proven ability in character design and figure drawing.
- **Stylistic Versatility:** Specializing in **Splash Art** and **Realistic** rendering, with the flexibility to adapt to diverse project aesthetics.
- **Game Arts:** Deep enthusiasm for game development. Strong skills in researching and gathering reference materials. Experience in creating game components with an eye for distinguishing art styles across different genres.
- **2D Software:** **Adobe Photoshop** (Experienced), **Adobe Illustrator** (Experienced).
- **3D Software:** **Autodesk Maya** (Intermediate), **ZBrush** (Intermediate), and **Substance Painter** (Intermediate).
- **Technical Skills:** Familiar with 2D/3D animation principles and basic knowledge of game engines.
- **Community Operations Skills:** Familiar with gaming community platforms. Experienced Discord Moderator with a firm grasp of US gaming culture. Able to leverage player trends and community feedback to drive design decisions and brand resonance.
- **Soft Skills:** Outstanding interpersonal and communication skills, adaptability, and a strong sense of teamwork.

## Professional Experience

- **Visual Designer Intern** | Faybon LLC | Summer 2023  
Designed artistic decorations for commercial products, applying color theory and 2D design principles in a professional business setting.
- **Teaching Assistant** | College for Creative Studies, Entertainment Arts | Fall 2023  
Assisted professors with coursework and provided guidance to students, demonstrating strong communication and problem-solving abilities.

## Awards & Recognition

- **College Exhibitions:** Artwork featured in the prestigious CCS Student Exhibition for multiple years.
- **2020 Congressional Art Contest:** Oil painting qualified for the 1st set.
- **Scholarships:** \$100K CCS Merit Based Scholarship and \$4K Make the Change Scholarship.
- **Scholastic Art & Writing Awards:** Honorable Mention, 2022.

## List of Core Courses

- Composition for Illustration
- Figure Illustration I  
Figure Illustration II  
Anatomical Figure Illustration  
Structural Figure Illustration
- Drawing I: Rapid Concept  
Drawing II: Style & Skill
- Perspective  
Creative Perspective
- Intro to 3D Computer Graphics
- Digital Techniques
- Intro to Digital Illustration
- Painting & Image Making Illustration  
Painting & Image Making Illustration II
- Intro to Visual Development  
Visual Development I: Character  
Environments and Characters
- Modeling & Texturing
- Concept Design
- Digital Character Sculpting
- Hard Surface Sculpting
- Head Drawing & Portrait Painting
- Independent Study (Splash Art)