

Lingyu Guo

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PROFILE

Graduated from BA (Hons) Costume for Performance (UAL: London College of Fashion) and MSc Creative Computing in UAL: Creative Computing Institution, specialising in **design** and **creative coding**. Influenced by Eastern and Western cultures, I have a great sensitivity to colour and a good sense of aesthetics. Highly motivated and enthusiastic to learn. Looking for an opportunity to further develop knowledge and skills in creative technology industry.

EDUCATION

- 2021.10 - 2023.01 **University of the Arts London: Creative Computing Institute, MSc Creative Computing (2021- 2023, Distinction)**
- Modules included: Basic coding, physical computing (Arduino), game design (Unity, Unreal Engine), machine learning(CNN, RNN and LSTM models.), methodology
- 2017.09 - 2020.06 **University of the Arts London: London College of Fashion, BA (Hons) Costume for Performance (2017 – 2020, Merit)**
- Modules included: Research and design, culture study, mood/colour/story boards making, typesetting, manufacturing and trimming, styling and forming

CAMPUS EXPERIENCE & INTERSHIPS

- 2022.03 - 2022.05 **AIGC Specialist Visual Designer Assistant: DIGITWIN, Shanghai, China**
- Use AIGC-related software for copywriting and image creation. Platforms used include but not limited to: Stable Diffusion, Midjourney, and ChatGPT.
- 2022.08 - 2022.12 **Final postgraduate show: [Under Awake](#), London, UK**
- Individually produced a **hyper-immersive VR game based on Unreal Engine5**.
 - Concepting and defining the background and theme of the game, designing the levels and maps, blueprint building (linking Arduino, characters, guides, effects etc.) Arduino component design and construction, Arduino coding. Received high praise from visitors and graduated with top grades
- 2022.04 - 2022.06 **Off-campus exhibitions: Perspective Big Show, London, UK**
- Collaborated with fellow classmates on small **physical Unity games --- [Votrix](#)**.
 - Researching and conceptualising, game themes defining, game level and map design, level display interface graphic designing and code writing (control leap motion and level in C#). Highly acclaimed at the show
- 2018.06 - 2018.09 **Fashion Designer Assistant: FOUNDESELF, Inc., Guangzhou, China**
- Flat drawing, marketing research, fabric sourcing matching, pattern adjusting
 - Lecture planning and preparing, equipment testing, event managing

SKILLS

- **TECHNICAL:** Sewing, pattern cutting, toiling, breaking-down, body padding
- **SOFTWARE:** MS Office package; Adobe: ID, PS; Ui/UX: Figma; painting tool: Procreate; 3D modelling tool: nomad, blender, Marvellous Designer
- **GAME ENGINE:** (knowledge of) Unity (2D/3D), Unreal Engine (3D/VR)
- **CODING:** (knowledge of) JavaScript (p5.js, mimicproject), Arduino, Python
- **LANGUAGE:** English, Mandarin
- **INTERESTS:** drawing, movies (like Shutter Island), gaming (ARPG, open world)

*Reference available on request