

RUITING (TINA) GUO



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EDUCATION

California Institute of the Arts (CalArts), Valencia CA:

Master of Fine Arts, Experimental
Animation, 2024 - 2027

Brown-RISD Dual Degree Program (5 yrs), Providence RI:

- **Rhode Island School of Design (RISD)**: Bachelor of Fine Arts, Illustration, 2019 - 2024
- **Brown University**: Bachelor of Arts, East Asian Studies, 2019 - 2024

SKILLS

Art:

Illustration, Graphic Design, Animation.

Software:

Adobe (Illustrator, Photoshop, After Effects, Animate, InDesign), Procreate, TVPaint, Figma, CapCut, Maya, Zbrush, Blender, Substance 3D Painter, Unity, Unreal Engine, PlasticSCM.

Soft Skills:

Intercultural Communication & Collaboration (travelled to 20+ countries & regions; lived/studied in 3 countries), Chinese (native), English (native), French (4 yrs), Japanese (1 yr).

EXPERIENCE

Experian — Creative Intern, 2025

- Collaborated with art directors, copywriters, designers, producers at The Cooler, Experian's award-winning in-house creative agency.
- Designed graphics & animations for Experian's social media platforms & YouTube channel.
- Pitched online/offline branding initiatives with gamification & AR/VR experiences.
- Created swag designs for brand promotion & events (e.g., Out & Equal Summit).
- Participated in creative exchanges with Snapchat & TikTok.
- Briefed clients & executive leadership, contributing to strategic creative decisions.

Yihai Kerry Investments Co., Ltd. — Branding & Marketing Intern, 2024

- Designed advertising materials for various venues (e.g., supermarket, train station, etc.).
- Collaborated with TigerPan Design Lab (winner of multiple Red Dot, Pentawards, iF Design Awards) on new branding campaign & packaging designs.

Hasbro, Inc. — Graphic Design Intern, 2023

- Conceptualized new narrative approach to Monopoly instructions visuals.
- Designed graphics & created prototypes for potential Monopoly instructions redesign.
- Starred in instructional video shoot for Hasbro website.
- Facilitated campaigns such as Monopoly 90th anniversary & rebranding ideation.

MassDigi SIP Program — Game Artist Intern, 2022

- Developed & released F2P mobile endless runner game Get Low, Grandpa! on iOS/Android with 10K+ downloads.
- Applied Kanban methodologies for workflow management & coordination between artists, programmers, audio designers.
- Led art production pipeline & stylistic decisions.
- Created & animated characters, background, assets, UI designs, promotional art.
- Facilitated implementation in Unity, PlasticSCM, production management.

Dunhuang Research Academy (National Research Institute on Dunhuang Art) — Cultural Ambassador, 2021

- Selected from a pool of 4000+ global applicants to be 1 out of 10 ambassadors.
- Headed souvenir design & production projects.
- Led & lectured 2-3 tourist groups everyday for 40 days.
- Starred in a CCTV-9 documentary.

Shanghai Mingdao Cultural Development Centre — Animator, Illustrator, Product Designer, 2021

- Designed Dunhuang-inspired products for the annual Shanghai Sun Charity Market, commissioned by the National Research Institute on Dunhuang Art.
- Created storyboards for an educational docuseries.
- Explored how art & design support archaeological preservation.
- Acquired skills in the translation between traditional elements & modern designs.

Shenzhen TSAF Tech Co. Ltd. — Student Advisor, 2017-2023

- Oversaw student applications & facilitated their transition into living/studying abroad.
- Led quarterly workshops with 10+ students.