



Junting “Cloud” Guo

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About Cloud

A dedicated and passionate video game producer. A strategic thinker with quick problem-solving skills. A servant leader who commits to fostering a positive team environment and building strong, collaborative, and trustworthy relationships.

Team Projects

Producer June 2024 – Dec. 2024

Mirrored Phantom | 22 Developers | SMU Guildhall | UE 5.4

- ❖ Developed a first-person horror game for an estimate of ~10K players by leading a team of 22 (to be published on Steam in Feb.)
- ❖ Drove end-to-end development by partnering with artists, level designers, software engineers, and game designer - hosting planning sessions and scrum meetings
- ❖ Led agile development process using JIRA, created and managed 1000+ tasks and bugs over 8 sprints
- ❖ Conducted over 20+ play sessions for GUR and QA, identified and prioritized bugs and conveyance issues
- ❖ Assisted localization process for 4 languages, projecting to increase player number by 50%
- ❖ Coordinated the production of 200+ visual assets, transitioning them from placeholders to final quality

Art Producer Feb. 2024 – May 2024

Festival | 47 Developers | SMU Guildhall | UE 5.3

- ❖ Carnival arcade racing game with 6k+ downloads, available on [Steam](#)
- ❖ Set development roadmap and led 11 artists to complete 7 milestones (e.g., vertical slice)
- ❖ Established communication & created pipelines between 11 artists, 16 level designers, and 15 programmers
- ❖ Managed staffing of 4 designers to prioritize improving UI based on user feedback
- ❖ Coordinated the production of 100+ visual assets, transitioning them from placeholders to final quality

Programmer Sep. 2023 – Dec. 2023

Knight & Princess | 4 Developers | SMU Guildhall | Unity

- ❖ Programmed a 2D strategy combat mobile game in C# (~1000 users)
- ❖ Designed, documented, and implemented Knight related features (e.g., Animation, VFX, sound)

Education

SMU Guildhall 2023 – 2025

- ❖ Masters of Interactive Technology in Digital Game Development
 - Production Specialization
 - Minor in Software Development

Washington University in St. Louis 2019 – 2023

- ❖ Bachelor in Architecture
 - Minor in Human Computer Interaction
 - Minor in Computer Science

Personal Thesis

SMU Guildhall June 2024 – Present

- ❖ Topic: Player Personality and Esports Engagement between U.S. and China
- ❖ Collected 600+ survey results from U.S. and China esports gaming related communities and analyzed results
- ❖ Focus on market differences of esports games between U.S. and China

Skills & Language

- | | |
|---------------------|----------------------|
| • Agile Development | • MS Office Suite |
| • Scrum | • Google Suite |
| • JIRA Confluence | • Blender |
| • C++ | • Rhino |
| • Unreal | • Miro |
| • Unity | • Figma |
| • Python | • Adobe Suite |
| | • Excel Certificated |

Chinese: Native **English:** Fluent