


Junting “Cloud” Guo



Game Producer

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About Cloud

Cloud is a dedicated and passionate video game producer from SMU Guildhall Cohort 33. He is a strategic thinker with quick problem-solving abilities. A servant leader who commits to fostering a positive team environment and building strong, collaborative, and trustworthy relationships between team members.

Education

SMU Guildhall 2023 – 2025

- ❖ Masters of Interactive Technology in Digital Game Development
 - Production Specialization
 - Minor in Software Development
 - Master Thesis: TBD

Washington University in St. Louis 2019 – 2023

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

Team Game Projects

Producer June 2024 - December 2024

Mirror Phantom | SMU Guildhall | 22 Developers | UE 5.4

- ❖ First-person horror game in development.
- ❖ Collaborate sprint planning, scrum meeting with team leaders.
- ❖ Manage agile development process using JIRA. Adjusting plan/schedule for team members to mitigate potential risks.
- ❖ Assisted Localization process for multiple languages.

Art Producer February 2024 - May 2024

Festival | SMU Guildhall | 47 Developers | UE 5.3

- ❖ Carnival car racing game, available on steam.
- ❖ Organized 11 artists to complete milestones.
- ❖ Facilitated communication & created pipelines between artists, level designers, and programmers.
- ❖ Enhanced collaboration cross disciplines by forming and managing VFX & UI team.

Programmer September 2023 – January 2024

Knight & Princess | SMU Guildhall | 4 Developers | Unity

- ❖ 2D strategy combat mobile game.
- ❖ Programmed combat system of the Knight consists of health, attack, and animation.
- ❖ Designed and Programmed the Knight's abilities (invincible shield, summon shadow knight).
- ❖ Helped with writing down GDD documents.

Interests

- Art
- 3D Model
- Handcrafting
- Writing Novels
- Film
- Esports
- Gaming
- Soccer

Language

- Chinese: Native
- English: Fluent
- Education and cultural background in both China and United States.

Skills

- Agile Management
- Scrum
- JIRA & Confluence
- Excel Certified
- Microsoft Office Suite
- Game User Research
- Google Suite
- Adobe Suite
- C++
- Unity
- Architecture
- Rhino 7
- Blender
- Miro
- Figma
- Perforce