

PEPPI TSUI

3D Animator

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www.peppi-tsui.com

WORK EXPERIENCE

2023 - 2024 BLIZZARD ENTERTAINMENT	<i>June 2023 - July 2024</i>	<i>· Cinematic Team (SFD)</i>
2022 SUPERSEED (GHOSTSTORY GAMES)	<i>August 2022 - June 2023</i>	<i>· Cinematic on "Judas"</i>
. 2020 - 2022 . BLIZZARD ENTERTAINMENT	<i>August 2020 - June 2022</i>	<i>· Cinematic Team (SFD) Overwatch 2 & WoW</i>
. 2020 . HOUSE OF MOVES BRAZEN ANIMATION STUDIO.	<i>Mar - July January 2020 -Feb</i>	<i>· (MotionCapture Project) · Magic of the Gathering & League of Legend in game cinematic & trailer</i>
. 2019 . PLAYSTATION BRAZEN ANIMATION STUDIO. IGNITION CREATIVE	<i>April - Dec · The Last of Us Part II (MotionCapture Project) March · Fortnite Feb -March</i>	<i>· Tiger Animation</i>
. 2018 . HOUSE OF MOVES BUCK DESIGN	<i>June - Feb 2019 Apr 2018</i>	<i>· Just Cause 4 (MotionCapture Project) · Facebook Project</i>
. 2017 . JIBJAB BROS. STUDIOS IMAGINARY FORCES PSYOP.LA	<i>Dec 2017- Mar 2018 Oct - Nov 2017 Oct-Nov 2018 Sept 2017 -Oct 2017</i>	<i>· Netflix Storybots Series, Season 2 · Lego Star Wars Commercial · VR Christmas Project · Cricket Wireless Commercial</i>
DIGITAL DOMAIN INTERACTIVE	<i>Jan 2017 - Sept 2017</i>	<i>· Animator on Voltron VR chronicle</i>
. 2016 . PSYOP.LA	<i>Mar 2016 - Sep 2016</i>	<i>· Cricket Wireless Commercial, Rise of Tyrant</i>
KICKSTARTER PROJECT FISH EGGS.TV	<i>Dec 2016 - The Ottoman Nov 2015 - Feb 2016</i>	<i>· http://www.the-ottoman.com/blog/ · Game Show Pitch (Unannounced)</i>

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| INGENUITY ENGINE | <i>Dec 2016</i> | <ul style="list-style-type: none"> • Responsible for character animation in C4D • "Out of the Woods" Taylor Swift MTV |
| | <i>Mar - Jun 2014</i> | <ul style="list-style-type: none"> • Responsible for wolf and vines animation • Animator on Qoros (Car Commercial) |
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| MOTION PICTURE COMPANY | <i>Jul - Aug 2014</i> | <ul style="list-style-type: none"> • Animator on Xbox-Forza |
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| VISUAL EFFECT SOCIETY | <i>May – Aug 2006</i> | <ul style="list-style-type: none"> • Internship |
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EDUCATION

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| Animation Weekend Masterclass | <i>Dec 2016</i> | <ul style="list-style-type: none"> • Animation Collaborative with Michal Makarewicz |
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| Matthew Luhn Master Class | <i>July 2015</i> | <ul style="list-style-type: none"> • Storytelling |
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| AnimSquad | <i>Dec 2014 – Feb 2015</i> | <ul style="list-style-type: none"> • Expert Class |
| | <i>Sept 2018 - Nov 2018</i> | <ul style="list-style-type: none"> • Expert Class |
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| Animation Mentor Animal & Creature Class | | |
| | <i>Sep 2012 – Mar 2013</i> | |
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| Animation Mentor Diploma in Advanced Character Animation Studies | | |
| | <i>Jan 10 – Mar 2011</i> | |
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| Otis College of Art & Design | <i>Aug 2005 – May 2009</i> | <ul style="list-style-type: none"> • Bachelor of Fine Arts in Digital Media |
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| Fullerton Community College | <i>2002 - 2004</i> | <ul style="list-style-type: none"> • Art Major |
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SKILLS

A deep understanding of physical motion, emotion, weight, balance and form.

Good observation in details and polish.

Advanced experience working in Maya.

Basic understanding in Adobe Photoshop, Adobe After Effect (editing, rotoing), some understanding in Cinema 4D (Animation) and MotionBuilder.

Open to direction and able to embrace change, consistently seeking for growth in my skill and as a person.

Good time keeping and the ability to meet deadlines.

