

# SHU KI, PEPPI, TSUI

## CG Animator

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www.peppi-tsui.com

### PROFESSIONAL EXPERIENCE

. 2021 - 2022 .

**BLIZZARD ENTERTAINMENT** August - Current 2022 · Cinematic Team (SFD)  
Overwatch 2 & WoW

. 2020 .

**HOUSE OF MOVES** Mar - July · ( MotionCapture Project )  
**BRAZEN ANIMATION STUDIO.** January 2020 -Feb · Magic of the Gathering & League of Legend

. 2019 .

**PLAYSTATION** April - Dec · The Last of Us Part II ( MotionCapture Project )  
**BRAZEN ANIMATION STUDIO.** March · Fortnite  
**IGNITION CREATIVE** Feb -March · Tiger Animation

. 2018 .

**HOUSE OF MOVES** June - Feb 2019 · Just Cause 4 ( MotionCapture Project )  
**BUCK DESIGN** Apr 2018 · Facebook Project

. 2017 .

**JIBJAB BROS. STUDIOS** Dec 2017- Mar 2018 · Netflix Storybots Series, Season 2  
**IMAGINARY FORCES** Oct - Nov 2017 · Lego Star Wars Commercial  
**PSYOP.LA** Oct-Nov 2018 · VR Christmas Project  
Sept 2017 -Oct 2017 · Cricket Wireless Commercial

**DIGITAL DOMAIN INTERACTIVE** Jan 2017 - Sept 2017 · Animator on Voltron VR chronicle

. 2016 .

**PSYOP.LA** Mar 2016 - Sep 2016 · Cricket Wireless Commercial, Rise of Tyrant

**KICKSTARTER PROJECT** Dec 2016 - The Ottoman · <http://www.the-ottoman.com/blog/>  
**FISH EGGS.TV** Nov 2015 - Feb 2016 · Game Show Pitch (Unannounced)  
· Responsible for Human character animation in C4D

**INGENUITY ENGINE** Dec 2016 · "Out of the Woods" Taylor Swift MTV  
<http://www.vevo.com/watch/USCJY1531578>  
Responsible for wolf and vines animation  
Mar - Jun 2014 · Animator on Qoros (Car Commercial)  
<https://vimeo.com/101579391>

*Responsible for Car animation*

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|-------------------------------|-----------------------|--|
| <b>MOTION PICTURE COMPANY</b> | <i>Jul - Aug 2014</i> | <ul style="list-style-type: none"><li>· Animator on Xbox-Forza</li><li>· Responsible for Car animation</li></ul> |
| <b>VISUAL EFFECT SOCIETY</b>  | <i>May – Aug 2006</i> | <ul style="list-style-type: none"><li>· Internship</li></ul>   |

### **EDUCATION**

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

### **SKILLS**

An understanding of physical motion, emotion, weight, balance and form.  
Good observation in details.  
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.  
Good time keeping and the ability to meet deadlines.

