

# PEPPI TSUI

## 3D Animator

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### WORK EXPERIENCE

<b>2025 Feb</b> <b>ANUTTACON</b>	<i>Feb 2025 - June 30th</i>	• <i>Whispers from the Star</i>
<b>2024 Sept</b> <b>BLIZZARD ENTERTAINMENT</b>	<i>Sep 2024 - Nov 2024</i>	• <i>Cinematic Team (SFD)</i>
<b>2023 - 2024</b> <b>BLIZZARD ENTERTAINMENT</b>	<i>June 2023 - June 2024</i>	• <i>Cinematic Team (SFD)</i>
<b>2022.</b> <b>SUPERSEED</b> <b>(GHOSTSTORY GAMES)</b>	<i>August 2022 - June 2023</i>	• <i>Cinematic on "Judas"</i>
<b>. 2020 - 2022.</b> <b>BLIZZARD ENTERTAINMENT</b>	<i>August 2020 - June 2022</i>	• <i>Cinematic Team (SFD)</i> <i>Overwatch 2 &amp; WoW</i>
<b>. 2020.</b> <b>HOUSE OF MOVES</b> <b>BRAZEN ANIMATION STUDIO.</b>	<i>Mar - July</i> <i>January 2020 -Feb</i>	• <i>( MotionCapture Project )</i> • <i>Magic of the Gathering &amp; League of Legend in game cinematic &amp; trailer</i>
<b>. 2019.</b> <b>PLAYSTATION</b> <b>BRAZEN ANIMATION STUDIO.</b> <b>IGNITION CREATIVE</b>	<i>April - Dec</i> • <i>The Last of Us Part II ( MotionCapture Project )</i> <i>March</i> • <i>Fortnite</i> <i>Feb -March</i>	• <i>Tiger Animation</i>
<b>. 2018.</b> <b>HOUSE OF MOVES</b> <b>BUCK DESIGN</b>	<i>June - Feb 2019</i> <i>Apr 2018</i>	• <i>Just Cause 4 ( MotionCapture Project )</i> • <i>Facebook Project</i>
<b>. 2017.</b> <b>JIBJAB BROS. STUDIOS</b> <b>IMAGINARY FORCES</b> <b>PSYOP.LA</b>	<i>Dec 2017- Mar 2018</i> <i>Oct - Nov 2017</i> <i>Oct-Nov 2018</i> <i>Sept 2017 -Oct 2017</i>	• <i>Netflix Storybots Series, Season 2</i> • <i>Lego Star Wars Commercial</i> • <i>VR Christmas Project</i> • <i>Cricket Wireless Commercial</i>
<b>DIGITAL DOMAIN INTERACTIVE</b>	<i>Jan 2017 - Sept 2017</i>	• <i>Animator on Voltron VR chronicle</i>

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<b>PSYOP.LA</b>	<i>Mar 2016 - Sep 2016</i>	<ul style="list-style-type: none"><li>• Cricket Wireless Commercial, Rise of Tyrant</li></ul>
<b>KICKSTARTER PROJECT FISH EGGS.TV</b>	<i>Dec 2016 - The Ottoman Nov 2015 - Feb 2016</i>	<ul style="list-style-type: none"><li>• <a href="http://www.the-ottoman.com/blog/">http://www.the-ottoman.com/blog/</a></li><li>• Game Show Pitch (Unannounced)</li><li>• Responsible for character animation in C4D</li></ul>
<b>INGENUITY ENGINE</b>	<i>Dec 2016 Mar - Jun 2014</i>	<ul style="list-style-type: none"><li>• "Out of the Woods" Taylor Swift MTV</li><li>• Responsible for wolf and vines animation</li><li>• Animator on Qoros (Car Commercial)</li></ul>

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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></ul>
<b>VISUAL EFFECT SOCIETY</b>	<i>May – Aug 2006</i>	<ul style="list-style-type: none"><li>• Internship</li></ul>

## **EDUCATION**

<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 Sept 2018 - Nov 2018</i>	<ul style="list-style-type: none"><li>• Expert Class</li><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**

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

Good observation in detail and fine polish ability.

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 timekeeping and the ability to meet deadlines.

