

PEPPI TSUI

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SELECTED EXPERIENCE

Ghost Story Games - Boston, MA *March 2026-present*

Senior Animator (remote)

- Working on in-game cinematic, cinematic, and other areas.
- Creating Animatics from storyboard to ensure proper story pacing, sequence, and poses.
- Filming original video reference material that best translates the creators vision into an animated sequence.
- Deciding on the usage of key-frame animation vs motion-capture animation.

Blizzard Entertainment- Irvine, CA *Sept 2025-Feb 2026*

Senior Animator

- Worked on cinematic team for World of Warcraft and Overwatch.
- Envisioned and created original references for directors to choose for the sequence.
- Maintained cinematic animation quality for new members in the team.
- Improved team work and relationships through positive feedback based on years of experience.

Animator *Varies 2020-2025*

- Filmed reference material from existing animatic and selected most appropriate sequence to bring to polished, finished level.
- Volunteered in Blizzcon.

Playstation- San Diego, CA *April 2019- Dec 2019*

Animator

- Enhanced motion captured data from professional actors, both facial and body motion.
- Created seamless animation that blends with motion capture based on director's need.
- Filmed and acted in references that required more complicated body mechanics.

EDUCATION

Animation Mentor - Emeryville, CA *Jan 2011-2013*
Advanced Character Animation Studies

- Relevant Coursework: From fundamental animation to advanced acting animation.
- Creature / quadruped and flight mechanics animation.

Otis College of Arts & Design
Bachelor of Arts - Digital Media *Aug 2005 – May 2009*

- Volunteered at Visual Effect Society, an organization that celebrates visual effect achievement.

SKILLS, INTERESTS, AND

- 15+ years in Autodesk Maya
- Proficient in Adobe: Photoshop, After Effects/Premiere, Motion Builder, Cinema 4D
- Fluent in English and Cantonese, with conversational Mandarin
- Studying Unreal Engine, Blender, and Procreate
- Avid Surfer and Pianist
- Passionate about 2D animation