

allyson su

3D visual storyteller exploring the underlying quiddities of human experience.

713 538 4820
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education

Pratt Institute, 3D Animation, BFA

President's List, Cumulative GPA 3.90

May 2022

experience

3D Previsualization Artist The Third Floor Inc.

Remote, Los Angeles, CA

July 2022- Present

- Configured and animated camera rigs in CG layout, linking direction with visual storytelling in a live-action feature.
- Laid out, animated and lit characters, environments and FX cards, translated from script, storyboards and references.
- Composited FX in post to blend tracked and rotoed raw live action footage with CG, resolving aesthetics efficiently.
- Collaborated with asset, previs and postvis artists to visualize, support and execute client's vision.

3D Generalist Bats-Toi

Brooklyn, NY

May - Dec 2021

- Modeled, textured and lit indoor and outdoor environments as part of an immersive digital sports experience.
- Laid out assets and character animations to produce a cinematic launch trailer in Unreal Engine.

3D + 2D Artist Freelance

Brooklyn, NY

2019 - 2020

- Indigöu: Modeled, textured, rigged, animated, lit and rendered Böy character to promote client's toy drop.
- Pegasus Vertex: Animated 2D infographics for six different drilling softwares to introduce their functions to clients.

projects

A Girl with an iPhone: Documented the youth of the 21st century, wandering across America from my home base in Texas to the tip of New York to the edge of California, all shot on the handy iPhone.

Tangent: Self produced a 3D animated short film exploring two neighbors' addiction to comforting yet inimical stimuli, resulting in ignorance to the upending world reset. Iterated and translated 2D concepts to 3D sequences.

Cloudski: Developed a 3rd person platformer game in UE, following a skiing orca on a mission to perform tricks with steeze and replenish his space cloud city's energy levels. Laid out and visually scripted all gameplay and character aspects.

allysonsu.com for more + visuals

honors and activities

Best in Show Pratt Institute

Tangent selected for showing and awarded Best 3D BFA in Show by a jury comprised of Pratt digital arts faculty.

May 2022

Vice President Women in Animation

Organized collaborative events, led meetings, and moderated industry panels for the WIA Pratt student chapter.

Aug - May 2022

Story Mentee Women in Animation

Mentored in developing compelling pitch decks and story.

Oct - Dec 2020

Scholastics Art Award US Department of Education

One of five gold key art pieces selected to be showcased in Washington D.C.

Sep 2017

skills

visual: Layout+previs, vis-dev, photo+videography, storyboarding, sketching, oil painting, watercolor
technical: 3D animation, modeling, texturing, lighting, compositing, tracking, rendering, editing, stop motion
tools: Maya, 3dsMax, Unreal Engine, ZBrush, Nuke, Substance Pt, Adobe Ae, Pr, Ps, Ai, Id, Houdini, PFTrack
coding: Python, MEL, HTML, CSS, UE Blueprints (visual scripting)
other: Mandarin, Spanish