

Emily Su

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Experience

GAZILLION

- Concepts for the new Marvel MMO including characters, environments, and props

June '10 – current

GHOSTSHIP

- Game cinematic paintings and character poses

Jan '10 – May '10

CATALYST GAME LABS (SHADOWRUN/BATTLETECH)

- RPG book illustrations

Feb '09 – Aug '09

REELFX (TEXTURE ARTIST)

- **Open Season 2** animated film
Kung Fu Panda Samsung commercial

Oct '07 – Aug '08

JANIMATION (2D/3D GENERALIST)

- **Age of Empires III: The Asian Dynasties** game trailer

May '07 – Oct '07

Education

University of Texas at Dallas

- B.A. in Arts & Technology

Fall '05 – May '09

Concept Design Academy

June '09 – May '10

Skills

2d: Photoshop, Painter, Alchemy

3d: Maya, Zbrush, XSI

Strengths

- Easily matches existing styles
- Ability to do quick paintovers of 3d renders

Extra

- **Featured in Imagine FX magazine**
- **Massive Black workshops**
- **Active on Conceptart.org**
- **Likes gaming**

April '09

References

Josh Book

- Josh.book@gazillion.com

Art director for Marvel
MMO at Gazillion

Augusto Schillaci

- augusto@reelfx.com

Art director for Open
Season 2

Greg Punchatz

- greg@janimation.com

3d art director