

Izella Abitan

previsualization + layout

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Previsualization and Layout Artist specializing in realtime cinematic storytelling using Unreal Engine 5 and Maya. Experienced in translating storyboards into camera-driven sequences through shot blocking, motion capture, and cinematic layout.

TECHNICAL STRENGTHS

3D Software & Realtime Texturing & Lookdev	Unreal Engine 5, Autodesk Maya
Editorial & Compositing	Substance Painter, Substance Designer, ZBrush, Adobe Photoshop
Core Skills	Premiere Pro, After Effects, Nuke
	Previsualization, Storyboarding, Camera Animation, Motion Capture
	Integration, Cinematic Layout, Cinematic Lighting, Problem Solving

EXPERIENCE

RUSH July 2025 - October 2025

Previsualization and Layout Artist *Demo Reel*

- Collaborated with directors and artists to refine storyboards into cinematic previs shot sequences, improving staging, tone, and visual continuity.
- Built production-ready environments in Unreal Engine 5 using FAB Marketplace assets using the in-engine foliage tool.
- Executed shot blocking and keyframe character animation, character retargeting, camera positioning and movement to support narrative clarity within Unreal Engine 5.
- Enhanced camera animation using depth of field, motion blur, and cinematic lens effects to achieve film-quality visual storytelling.

X Marks the Spot April 2025 - June 2025

Previsualization and Environment Design Artist *Demo Reel*

- Modeled custom assets and textures inspired by original concept art to establish a grounded narrative tone.
- Directed cinematic lighting with strategic shot composition to reinforce mood and support storytelling.
- Met production deadlines by organizing tasks into structured time blocks and prioritizing work based on complexity.
- Implemented 3D generalist skills such as modeling and UV unwrapping in Maya, texturing in Substance Painter, and digital sculpting using ZBrush.

Hidden Bunker September 2025 - October 2025

Previsualization and Environment Design Artist *Group Project*

- Acted as creative director by drafting storyboards to assist in guiding mocap actors and scene direction.
- Trained peers on solving technical challenges such as proper instructions on how to use and create spawnable actors within the level sequencer and animating flashlight constraints.
- Navigated learning MotionBuilder to clean motion capture data to pinpoint and remove unwanted artifacts.
- Retargeted MotionBuilder motion capture data to Mixamo rigs for use in Unreal Engine, significantly improving pipeline speed compared to traditional keyframe animation.

EDUCATION

Gnomon School of Visual Effects September 2025

3D Generalist - Digital Production Certificate

Laguna College of Art and Design December 2021

BA - Entertainment Design