

izella abitan

previs + 3d generalist

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As a passionate consumer of cinematography, I love creating stories of my own. Adept in blending generalist technical abilities with a vivid imagination, I'm committed to helping filmmakers visualize their ideas in a quick and dynamic way.

EXPERIENCE

Graphic Designer

9/2022- 10/2022

Mattel - Contract

- Worked directly with the art director and teams to develop concept logo designs for existing IP.
- Created multiple iterations and presented them to the respective teams.

PROJECTS

Previsualization and Layout Artist - *"RUSH"*

7/2025 - 10/2025

Demo Reel

- Created 2D storyboards from my original concept to define shot flow, visual tone, and cinematic storytelling.
- Utilized Premiere Pro to establish animation timing which optimized production efficiently by 10%.
- Layout design and environments assembled using FAB Marketplace assets, and applying the foliage tool in engine to create immersive production-ready scenes. This sped up the layout design process by 30%.
- Executed blocking / keyframe character animation, character retargeting, camera positioning, and camera movement to support narrative clarity within Unreal Engine 5.6.
- Enhanced camera animation using techniques such as motion blur, depth of field, and other effects to achieve a cinematic, film-like aesthetic.

Previsualization and Environment Design Artist - *"X Marks the Spot"*

4/2025 - 6/2025

Demo Reel

- Illustrated and developed storyboards from my original concept to establish shot continuity and visual tone.
- Implemented 3D generalist skills such as modeling and UV unwrapping in Maya, texturing in Substance Painter, and digital sculpting using Zbrush to create custom assets for the environment. Assembled material shaders, and blueprints in Unreal Engine 5 for assets.
- Defined blocking character animation and camera staging to support clear visual storytelling. Used camera tools in Unreal Engine 5 consisting of rig rails and cranes.
- Used Premiere Pro to edit shot sequences and integrated AI generative voice from ElevenLabs for dialogue and sound effects to further push cinematics.

Previsualization and Motion Capture Cleanup Artist - *"Bunker"*

9/2025 - 10/2025

Group Project

- Designed storyboards from art director's script to establish visual tone and shot continuity which optimized production by 50%.
- Assisted the director on the motion capture stage with shot direction referencing the approved storyboards, informing motion capture actors of scene details, and kept track of editing notes.
- Cleaned up assigned motion capture data and used Mixamo rigs for the characters.
- Built previs sequences from motion capture data in Unreal Engine 5.6, blocked out camera animation for my assigned scenes, and collaborated with team members who needed help with camera animation. Helped out with flashlight constraints.

EDUCATION

3D Generalist - Digital Production Certificate

9/2025

Gnomon School of Visual Effects
Los Angeles, CA

BFA in Entertainment Design

12/2021

Laguna College of Art and Design
Laguna Beach, CA

OTHER

Technical Skills: Previsualization, Storyboarding, Animation, Layout Design, Modeling, Texturing, Motion Capture, Lighting

Programs: Unreal Engine 5, Autodesk Maya, Maxon Zbrush, Motion Builder, Adobe Photoshop, Adobe Premiere Pro, Adobe Substance Painter, Adobe Substance Designer, Adobe After Effects, Nuke, Houdini