

Izella Abitan

previsualization + layout

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SUMMARY

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 SKILLS

Layout & Previs: Autodesk Maya, Unreal Engine, cinematic staging, sequence continuity, shot assembly, storyboarding

Motion Capture: MotionBuilder, Autodesk Maya, Unreal Engine

Modeling & Texturing: Autodesk Maya, Substance Painter, ZBrush, Adobe Photoshop, rigging, optimization, hard surface

Editorial & Compositing: Premiere Pro, After Effects, Photoshop, Nuke, cinematic lighting

EXPERIENCE

Previsualization & Layout Artist

July 2025 - October 2025

Demo Reel : RUSH

- **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.

Previsualization & Environment Artist

April 2025 - June 2025

Demo Reel : X Marks the Spot

- **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.

Layout & Motion Capture Artist

September 2025 - October 2025

Group Project: Hidden Bunker

- **Acted as assistant 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 MotionBuilder** to clean motion capture data to pinpoint and remove unwanted artifacts.
- **Retargeted 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

3D Generalist - Digital Production Certificate

Laguna College of Art and Design

Entertainment Design