

# Izella Abitan

## previsualization + layout

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| Burbank, CA

### SUMMARY

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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 SKILLS

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**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

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#### Bubba's LA

Previsualization Artist | Contract

May 2026 - May 2026

Burbank, CA | On Site

- **Assisted art directors** with creating cinematic previs shot sequences that combined live action and CGI storytelling.
- **Developed CG environment layouts** inspired by real locations to enhance production efficiency for live action shoots.
- **Modeled high-quality custom 3D assets** used across multiple programs for integration into CGI shots.

### PROJECTS

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#### Previsualization & Layout Artist

Demo Reel : RUSH

July 2025 - October 2025

- **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

Demo Reel : X Marks the Spot

April 2025 - June 2025

- **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.

### EDUCATION

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Gnomon School of Visual Effects

**3D Generalist - Digital Production Certificate**

Laguna College of Art and Design

**Entertainment Design**