



Sue Ling PENG

Rigging/3D Animation

I just graduated from a Master in Animation 3D/ Game Art in the BRASSART school. I wish to become a professional Rigger/3D Animator.

26 years old – French nationality

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Open to move if necessary

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[Portfolio](#)

[LinkedIn](#)

Education

2020-2024:

Master 3D Animation VFX Video Games and Game Art – BRASSART school – Aix-en-Provence/Grenoble

2017-2018:

Digital Art Prep school – ISART Digital – Paris

Work Experiences

Internships

October – December 2024

Rigging/3D Animation Internship (IMEV – CNRS/Sorbonne Université)

For a project of a VR game on Unreal Engine 5.2 with the IMEV. Made with Maya 2022.

- Rigging/3D Animation of a futurist submarine. Mechanical rigging with an organic inspiration of the glaucus atlanticus and a jellyfish.
- Rigging/3D Animation of a realistic fish (Giant oarfish)

August - October 2023

3D Artist Internship (Ubilink)

- R&D of the workflow on Blender
- Modeling/Optimization of 3D models for ThreeJS
- Rigging/3D Animation on Blender

November - December 2022

3D Animation Internship (Video Games Without Borders)

For an educational video game. Made on Motion Builder.

- 3D Animation of a cartoonish cat (~47 animations loops)

Volunteering

February - June 2020

Civic Service – (Unis-Cité)

Volunteer for Energetic Transition

Rise children's awareness of ecology and energy consumption with fun and educational activities.

Skills

Softwares



Soft skills

- Patience
- Resilience
- Empathy
- Open-mindedness
- Work ethic
- Dependability
- Teamwork
- Creativity

Languages

- French: Native speaker
- English: B2

Artistic projects

October 2023 - June 2024

Kohaku Short film

- Animatic
- Rigging/3D Animation with Maya 2024

January 2023 - June 2023 (6 months)

Echoes of the Restless Video Game project

- Props Designer
- Sculpt (ZBrush)
- Retopology and 3D Modeling (Maya 2024)
- UV et Texturing (Maya 2024)
- Rigging/3D Animation (Maya 2024)

Hobbies

Video Games
TTRPG
Reading

Music: Violin, Singing
Drawing