

# Emily Su

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## Experience

<b>enVie</b>	<i>Sept '11-Dec '11</i>
<ul style="list-style-type: none"><li>• Concepts for <b>Vie</b> (MMO)</li></ul>	
<b>EA</b>	<i>Oct '10 – Sept '11</i>
<ul style="list-style-type: none"><li>• <b>Sims 3 expansions:</b><ul style="list-style-type: none"><li>○ <b>Sims Showtime</b></li><li>○ <b>Sims Pets</b></li></ul></li><li>• <b>Sims 3 Stuff Pack:</b><ul style="list-style-type: none"><li>○ <b>Sims Town Life</b></li></ul></li><li>• <b>Sims 3 Online Store Content</b><ul style="list-style-type: none"><li>○ Various <b>DLC</b>, mostly costume design</li></ul></li></ul>	
<b>Gazillion</b>	<i>June '10 – Oct '11</i>
<ul style="list-style-type: none"><li>• Concepts for <b>Marvel Heroes</b></li></ul>	
<b>Present Creative</b>	<i>Sept '10</i>
<ul style="list-style-type: none"><li>• Illustrations for <b>Xynga's Mafia Wars</b></li></ul>	
<b>Fantasy Flight Games</b>	<i>Sept '10</i>
<ul style="list-style-type: none"><li>• <b>Warhammer Legends</b> card illustrations</li></ul>	
<b>Big Fish Games</b>	<i>Jan '10 – May '10</i>
<ul style="list-style-type: none"><li>• <b>Nightmare Adventures: The Witch's Prison</b></li><li>• Game cinematic paintings and character poses</li></ul>	
<b>Catalyst Game Labs</b>	<i>Feb '09 – Aug '09</i>
<ul style="list-style-type: none"><li>• <b>Shadowrun</b> RPG book illustrations</li></ul>	
<b>ReelFX</b>	<i>Oct '07 – Aug '08</i>
<ul style="list-style-type: none"><li>• <b>Open Season 2</b> animated film</li><li>• <b>Kung Fu Panda</b> Samsung commercial</li></ul>	
<b>Janimation</b>	<i>May '07 – Oct '07</i>
<ul style="list-style-type: none"><li>• <b>Age of Empires III: The Asian Dynasties</b> game trailer</li></ul>	

## Education

<b>University of Texas at Dallas</b>	<i>Fall '05 – May '09</i>
<ul style="list-style-type: none"><li>• B.A. in Arts &amp; Technology</li></ul>	
<b>Concept Design Academy</b>	<i>June '09 – May '10</i>

## References

<b>Ichelle Spitzig</b>	AD at enVie
<b>Derek Wong</b>	Development Director at EA
<b>Josh Book</b>	AD at Gazillion