

QINGQING SU

<http://cargocollective.com/qingqin>
qingqisu@gmail.com
(415)728-6138

SKILLS

2D Animation, Concept Art, Storyboarding, Illustrations

MEDIA

Unity, Processing, After Effects, Illustrator, Photoshop, InDesign, Storyboarder,
Paint Tool Sai, Microsoft Suite, AfterEffects, Premiere, TVPaint

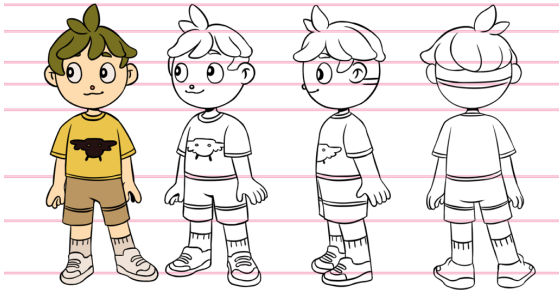
LATE NIGHT NOODLE STAND

2018
interactive video installation.
Late Night Noodle Stand is an installation set up to look like a Chinese noodle cart and the animation is drawn in the same perspective as someone sitting in an actual stall. The viewer assumes the role of business man who rambles about his busy work life while the noodle man uses parts of his body to quickly finish up a bowl of noodles. Late Night Noodle Stand is about cannibalism, consumerism, and working class ethics. The short is spoken in Cantonese with English subtitles.



LATE NIGHT
NOODLE STAND
screenshots/ layouts

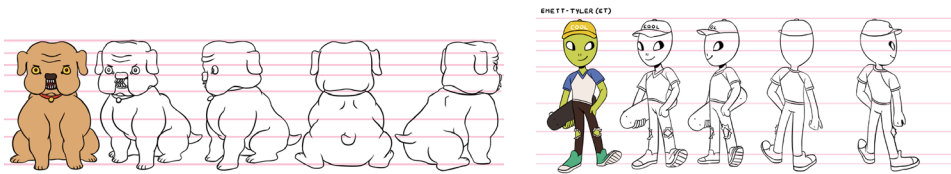
PREVIOUS WORKS



My Neighbor's is an animation about a kid who's neighbor is an alien. I storyboarded, designed, and animated the short. The run time is 2:45. The images are the character turnarounds for all the characters in the short.

Photoshop, TVPaint, AfterEffects.

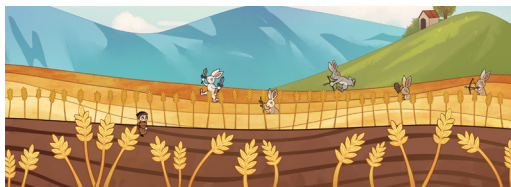
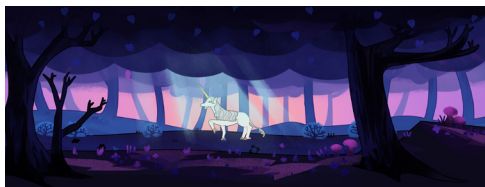
My Neighbor's an Alien, 2018



The Beastiary is a 2D side scroller made in Unity. The player assumes the role of a young boy who's tasked with exploring medieval Europe. Armed with the Beastiary in hand, you learn more about the animals and other inhabitants and note it in your book.

Paint Tool Sai, Photoshop, Unity

The Beastiary, 2018



PREVIOUS WORKS



Portfolio is a piece done in p5js. It was an experimental web portfolio where the viewer becomes a detective who explores a room after a woman (me) is murdered. Each red object led to a different splash page and different part of my portfolio.

It can be viewed here:

<http://users.dma.ucla.edu/~tacocat/project1/index.html>

Paint Tool Sai, P5js, HMTL

Portfolio, 2016



The Guests are Happy is a Processing game. The player is a host of a crow party and must explore their own home and interact with guests to find out the secrets behind their unusual house party.

Paint Tool Sai, Processing

The Guests are Happy, 2016

