



Amy Ou

Visual Development | Animator

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Profile

Bg Painter with a strong creative mind, and a 2D Animation background. Through many years of experience with collaboration as a designer and background painter, each project is filled with unique and new outlooks on styles. Currently seeking a position in the Background paint and Design department in order to further myself through industry experiences.

Education

2016 | 2020 Bachelor of Animation
Sheridan College

2015 | 2016 Art Fundamentals
Sheridan College

Skills

Adobe Photoshop
Adobe After Effects
Adobe Premiere Pro
Autodesk Maya
Autodesk Mudbox
Toonboom Harmony

Work Experience

Nov 2022-Present **Sphere Animation | BG Paint**

4200 Boul. Saint-Laurent #550, Montréal, QC H2W 2R2

Painted background for animated shows. Followed keys provided and adjustments based on company needs.

Sept 2021-Aug 2022 **Netflix Animation | BG Paint & Colour Designer**

100 Winchester Cir, Los Gatos, California, 95032, United States

Painted background for a few animated shows. Followed keys provided and made keys for show. Did Colour Designs on Characters, and Props.

June 2020-Sept 2021 **Jam Filled Entertainment | BG Painter**

310 King St. E, Toronto, ON M5A 1k6

Painted background for a few animated shows. Followed colour keys provided by Clients.

Sep-Oct 2020 **Pipeline Studios | BG Paint Freelancer**

10 George St W, Hamilton, ON L8P 1C8

Painted backgrounds for Animated show and ensuring to follow colour keys.

Summer 2019 **Pipeline Studios | Design Intern**

10 George St W, Hamilton, ON L8P 1C8

Designed props and Characters that fit the style of the show. Made poses and rotations for assets to be rigged.

Projects

2019 | 2020 **4th Year Personal Film**

Story/Designer/Animator/Compositor

Made thesis Film, "Hometown, a solo project that ran 8 months.

Provided the story, Colour keys, various character designs, layouts and compositing skills.

2017 | 2018 **3rd Year Stop-Motion Group Film**

Designer/Animator/Compositor

Designer and Animator of third year film "Plume" from pre-production to final film.

Provided team with various character designs, layouts and compositing skills.