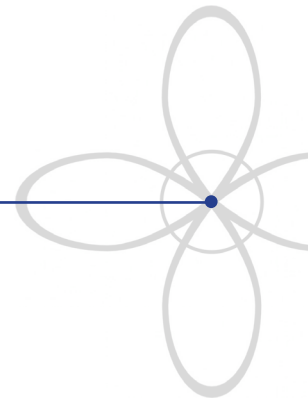


AMELIA C. TSAI

Storyboards | 2D Animation



Contact

 **Portfolio:** www.ameliatsai.com

 **Email:** ametsaiart@gmail.com

 **Mobile:** (408)-480-9669

Skills

Technical: Photoshop, ToonBoom Harmony, Unity, AfterEffects, Premiere, Maya, InDesign, Illustrator, Cintiq hardware, Microsoft suite

Languages: English (Native language)
Mandarin Chinese (Proficient)

Achievements

Digital Art/Photoshop Honorarium

Invited to give workshops on Photoshop to UC Berkeley fine arts majors.

Major Citation Award Winner

Top student of 2017 graduating Molecular Environmental Biology majors

Dean's Honors List all semesters at UC Berkeley (2013-2017)

Relevant Courses

Advanced Visual Storytelling

Animation Collaborative, Mark Andrews

Advanced Digital Animation

Berkeley CNM190, Dan Garcia

2D Animation

CSSSA Pre-college Program

Education

Sheridan College (2020 - 2024)

Animation Honours BFA Program

University of California Berkeley (2013 - 2017)

Arts Practice BA // Molecular Environmental Biology BS

GPA: 3.98 with Highest Distinctions, summa cum laude

Work Experience — References available upon request

Video and Marketing Design, zGlue (2018-2020)

Animated company videos and adverts using AfterEffects. Designed web page mock-ups, infographics, and customer-facing collaterals.

Animation Instructor, Bay Area Video Coalition (2017-2018)

Managed and taught a class on 2D animation, storyboarding, and character design through BAVC's NextGen program.

Illustrator, Taiwan National Museum of Marine Biology (2017-2018)

Illustrated cover art for the museum's magazine (Issues #88, #89, and #90). Created the front & back cover of a marine research book.

Art for Animation Facilitator, UCB Graphics Group (2015-2017)

Led a student-taught animation course at UC Berkeley. Organized lectures and critiques on storyboarding with a team of instructors.

Prep Lab Scientist, Museum of Vertebrate Zoology (2014-2017)

Projects

Animator, 2D Short film "A Ray of Hope" (2020)

Entry to the 24Hour film competition. Received first place.

2D Art and Story Lead, Indie game "Private Eye of Horus" (2017)

Pitched and led a team of game developers on a film-noir puzzle RPG. Responsible for character assets, writing, cutscenes, and management.

Pre-Vis and 2D Artist, 3D Short film "Only Love" (2017)

Contributed character design, turnarounds, and UV textures in Maya.

Storyboard Artist, 2D Short film "Wall-Less" (2016)

Contributed boards and some 2D animation.