

Amanda Wong

Vancouver, BC

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Work Experience

Background Artist / Titmouse Canada

November 2020 - May 2023, Vancouver

- BG Colour in Adobe Photoshop for Star Trek: Lower Decks (CBS/Paramount), S2, S3, S4
- BG Colour for Digman (CBS/Paramount), S1
- BG Layout and Colour for Duck and Goose, S1 (Apple+)

Background Artist / WildBrain Studios

September 2019 - August 2020, Vancouver

- BG Layout and Colour in Adobe Photoshop for Carmen Sandiego (Netflix), S3 & S4. Promoted to Lead BG position.
- BG Colour Cleanup for Chip and Potato. Colour styling for BG keys

Background Artist / Bardel Entertainment

January 2019 - August 2019, Vancouver

- BG Layout and Colour in Adobe Photoshop for Rick and Morty (Adult Swim), S4, and Solar Opposites (Hulu), S1

Background Artist / Atomic Cartoons

September 2018 - January 2019, Vancouver

- BG Layout and Colour in Adobe Photoshop for Last Kids on Earth (Netflix), S1

Background Artist / DHX Media

March 2016 - July 2018, Vancouver

- Designed feature film-quality BG Colour keys, drew BG Layouts, revised overseas BG Colour, and painted BG Colour for My Little Pony: The Movie (Hasbro)
- Painted BG Colour keys, BG Layout and Colour for Carmen Sandiego (Netflix), S1&S2

Background Artist / Bardel Entertainment

October 2014 - November 2015, Vancouver

- BG Layout and Colour in Adobe Photoshop for Jake and the Never Land Pirates (Disney), Rick and Morty (Adult Swim), and DC Super Hero Girls (Warner Bros)

Various Positions / Atomic Cartoons

January 2014 - August 2014, Vancouver

- Character/prop builds for Pirate Express as Toon Boom Harmony Builder
- Freelance development work for Nico Can Dance as Character Designer
- Freelance background work for Chubb City as Background Artist

Game Artist / Big Fish Games

January 2011 - November 2013, Vancouver

- Generalist duties included concept art, character design, 3D character textures, storyboards, backgrounds, cinematic game sequences, UI. Software used: Adobe Photoshop, Illustrator, Flash, and Unity.
- Game titles include Gumball Heroes (iOS & Android), LifeQuest2: Metropoville (PC downloadable game)

Toon Boom Harmony Builder / Big Bad Boo Studios

March 2010 - June 2010, Vancouver

- Created TV-quality animation builds for 1001 Nights using Toon Boom Harmony

Additional Work Experience

Online Distribution and Festival Coordinator / Vancouver Film School

2009 - 2010, Vancouver

Market Research Analyst / Decima Research

2006 - 2007, Ottawa

Education

Capilano University / Diploma in Commercial Animation

2009, North Vancouver

- Dean's List 2008 - 2009

University of Ottawa / Bachelor of Commerce, major in Marketing

2006, Ottawa

- Graduated Magna Cum Laude (With High Honours)

Workshops and Courses

Fundamentals of Lighting / Schoolism

November 2015 - January 2016

- 14-week course taught and evaluated by Sam Nielson

Fundamentals for Creative Environment Design / CGMA

January 2013 - March 2013

- 2-month course taught and evaluated by Jason Scheier

Colour & Design for Storytelling / Big Fish Games

January 2011

- 2-day workshop taught by Nathan Fowke