




Amanda  
McGrenere

## Programs & Skills

Toonboom Harmony  
Autodesk Maya  
Adobe Photoshop  
Procreate  
Krita

Traditional Animation  
2D Animation  
3D Animation  
Character Design  
Illustration  
Background Painting

## Social Media

 @amandamcgrenerere  
 /amandamcgrenerere  
 @amandamcgrenerere  
 amandamcgrenerere

# Amanda McGrenere

Animation, Illustration and Design

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## Experience

**Bubble Guppies, Nickelodeon Television Show - Jam Filled Entertainment**

**3D Animator | December 2021-Present**

- Animated 500-600 frames per week

**3D Film Group Project at Max the Mutt**

**Animator, Prop Modeler, Layout | 2020-21**

- Lead animator for one character, additional animation for others
- Animated 300-400 frames per week for a 4-minute film, modeled props and set dressings, create scene layout including camera animation
- Collaborated with a team of 5 students and instructors while working from home
- Initial designs and story concept

**2D Film Solo Project at Max the Mutt**

**Creator, Designer, Animator | 2018-2020**

- Wrote, designed and animated a 30-second film from start to finish
- Hand-drawn animation, as well as rigged
- Background designs, compositing

**Freelance Work**

**Illustrator, Designer | 2007-Present**

- Clearly communicated with clients about their product desires
- Provided timely and professional feedback on work
- Ensured customer satisfaction after completing piece



## Education

**Max the Mutt College of Animation, Art & Design | 2017-2021**

Diploma in Classical and Computer Animation and Production

**Queen's University | 2014-2016**

Literature, Psychology



## References

**Nicole Batislaong, Animation Supervisor at Jam Filled**

nicole.batislaong@jamfilled.com

**Devin Lim, Animation Supervisor at Jam Filled**

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