



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

### 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 a 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



Walmart Sales Associate | 2006-Present

- Provided excellent customer service
- Efficiently stocked department, keeping high-demand products full
- Managed the Bakery department, overseeing associate tasks and inventory information

## 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

**Brad Ferguson, Max the Mutt Animation Program Coordinator**

bferguson@maxthemutt.com

**Hilary Phillips, Max the Mutt Instructor**

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