

# TAIYU OU

## CHARACTER ANIMATOR

### CONTACT

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 Sacramento CA  
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### SKILLS

- 3D Software: Autodesk Maya, Blender, Substance 3D Painter, Unreal Engine
- 2D Software: Adobe Photoshop, Premiere Pro, After Effects, Illustrator, Procreate, Clip Studio Paint
- Office Software: Microsoft Word, Excel, PowerPoint
- Teamwork and Communication
- Hardworking
- Creativity
- Languages: Mandarin, Cantonese, English

### EDUCATION

#### Cosumnes River College

2025 - Present

B.A. in Theatre Arts

Certificate in Accounting

#### School of Visual Arts

2019 - 2023

B.F.A. in 3D Animation

### HONOR

December 2025

Phi Theta Kappa Honor Society

### EXPERIENCE

#### AUDIO-VISUAL TECHNICIAN

2026

Cosumnes River College

- Student Employee, responsible for setting up and operating sound and video in Recital Hall. Assist with scene shop technicians in Theatre for upcoming shows.

#### PROPS DESIGNER

2025

Celebration Arts

Between Riverside And Crazy

Francois Battiste

- Designed and prepare props for the show, assisted Director in dressing the scene.

#### PRODUCTION CENTER INTERN

2025

Broadway At Music Circus

Westside Story

Marcos Santana

- Assisted with repairing props and costume painting.

In The Heights

Linda Goodrich

- Assisted with building and repairing props.

Hair

Glenn Casale

- Assisted with building and repairing props.

### PROJECT

#### School of Visual Arts

THESIS: NOW RUN

2022-2023

- Produce personal thesis for graduation.
- Responsible for everything except music and sound effects, which include: storyboard, character design, modeling, rigging, animation, VFX, and editing.

SOUND TRACK: 30 SECOND SOUND EFFECT

2022

- Assist classmates with voice recording in Recording Room.
- Design sound effect for a 30 second clip by using Pro Tool.

MINI GAME: WHERE IS MR.LAWRENCE

2021

- Produce individual mini game by using Unity, responsible for level design and script writing.

### RELEVANT COURSES

- Film Making, Spring 2026
- Theory and Techniques of Acting I, Spring 2026
- Computer Animation, Fall 2019 - Spring 2022
- Light & Render, Fall 2022