

TAIYU OU

CHARACTER ANIMATOR

CONTACT

-  916-388-4820
-  outaiyu015@gmail.com
-  Sacramento CA
-  www.outaiyu.art

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	
<i>Between Riverside And Crazy</i>	<i>Francois Battiste</i>
• Designed and prepare props for the show, assisted Director in dressing the scene.	
PRODUCTION CENTER INTERN	2025
Broadway At Music Circus	
<i>Westside Story</i>	<i>Marcos Santana</i>
• Assisted with repairing props and costume painting.	
<i>In The Heights</i>	<i>Linda Goodrich</i>
• Assisted with building and repairing props.	
<i>Hair</i>	<i>Glenn Casale</i>
• 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	