



Alex Meunier

BG Line and Paint Supervisor
Visual Development and Design Artist
Animation Filmmaker

alexmeunier1@gmail.com
<http://alexm.ca>
Vancouver, BC, V5W 4C1

About Me

I am an artist living in Vancouver, BC and have been working in animation since 2014. I have held many roles across departments but excel in Layout/Design. I am also a successful leader, having led several teams through a variety of projects and greatly enjoy this work. I also enjoy working as an artist and am able to take direction and work efficiently. Outside of animation, I love working in illustration, and always keep myself busy with some kind of creative project.

Experience

BG Layout (Line and Paint) Supervisor

2 Years, 8 Months

Atomic Cartoons - 06/ 2020-11/ 2021
- 09/ 2023-12/ 2024

Supervised the BG departments on 4 seasons of 2 Netflix series.

Managed 8-12 artists at any given time.

Broke down episodes and assigned shots to the team.

Provided actionable feedback to artists to bring work to an acceptable and on-style quality level.

Attended meetings to plan best methods of handling upcoming episodes, and compromised with heads of other departments on the best way to manage unique and difficult challenges.

Met regularly with production to stay up to date with target deadlines, and call out any potential issues.

Bring artists up to speed when starting on projects, and help new artists feel empowered to do their best work.

Visual Development/ Designer

2 Years

Awesome Inc. - 02/ 2023- 09/ 2023
Global Mechanic - 11/ 2021- 01/ 2023
Atomic Cartoons - 09/ 2017-10/ 2017

Portfolio at: <http://alexm.ca>



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Experience

Visual Development/ Designer

Contributed to the creative process through original ideas, and inspiration.

Developed art and design concepts. Changed or refined artwork based on client feedback.

Helped develop show styles based on tone and references discussed with directors and showrunners.

Designed characters, props, and environments with guidance from art directors.

BG Layout (Line and Paint) Artist

3 Years, 3 Months

Atomic Cartoons - 03/ 2018- 06/ 2020

Bardel Entertainment - 06/ 2016- 05/ 2017

Provided high quality and on stlye artwork for a number of projects. Layered artwork to meet the needs of downstream animation, and comp departments.

Interpreted boards for consistency, and correct camera placement throughout sequences.

2D Harmony Animator

Atomic Cartoons - 09/ 2017- 02/ 2018

Copernicus Studios - 03/ 2015- 03/ 2016

Other

Over the years, I have also worked many freelance jobs not listed here for simplicity. These include colour key, BG paint, and environmental design roles.

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Skills

Photoshop

Drawing

Harmony

Perspective

Flash

Colour Theory

Blender (actively learning)

2D Animation

Team Management

Education

Vancouver Film School 2013-2014

Classical animation

Alberta University of the Arts, 2007-2011

General Studies

Achievements

“The Rind”

2021 2D animated short film

Film participated internationally in many animation festivals, most prestigious of which was the 2021 Ottawa Festival.

Won 2 Leo awards for this completely independent project, including art direction, and sound design.

“Slowville”

2017 2D animated short film

Film participated internationally in many animation festivals.

References

Available upon request.

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