

Amy S. Ali

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Portfolio: www.amysali.com

Character Artist – Painting | Casting | Mold Making | Sculpting | Design

Experienced artist with a strong background in character design and repair, scenic fabrication, fiberglass and prop building for film, television, theme parks, and commercial projects. Adept in multiple materials and production pipelines, with a history of working under tight deadlines while maintaining high standards of realism and creativity.

Core Skills & Expertise

- Painting: Color Matching, Acrylic, Latex, Oil, Silicone Airbrushing, Hand Painting (Realistic, Stylized, Fantasy, Cartoon)
- Moldmaking: Ultracal, Hydrocal, Epoxy/Polyester Fiberglass, Silicone Brush-up, Box & Pour Molds
- Seaming/Repair: Silicone, Foam Latex, Latex/Polyfoam, Fiberglass, Urethane (Soft & Rigid)
- Hair Punching and Prosthetic Application
- Casting: Urethane, Polyfoam, Silicone, Latex
- Sculpting: Oil Clay, Wax, Water-Based Clay
- Vacuum forming, acrylic, styrene seaming and processing
- Illustration: Traditional Line Art, Character Design, Color Rendering, Orthographic Views

Education

Art Institute of Pittsburgh – Associate Degree, Industrial Design Program

Professional Experience

- **6/2012 Usher – BET Awards – Nelly Recchia/Lee Joyner**
Created flashing for urethane mold for Usher silicone likeness makeup sculpture for BET Awards.
- **2006 Arcane Pictures: Almaz Black Box feature film**
Designed multi-piece creature for film, applied prosthetic on set.
- **2004/2005 Nickelodeon: Wax sculptures**
Assisted with Spongebob, Fairly Oddparents, Blue's Clues for Bellywashers, PEZ dispensers, Christmas ornaments.
- **2005 Nickelodeon: "The Barnyard" feature film**
Assisted with sculpting maquettes for main character "Otis" the cow for animators turnaround.
- **4/2003 Optic Nerve Studios, Sun Valley, CA: Crossing Jordan TV show, NBC**
Lab Technician – Bodycasting, epoxy fiberglass and silicone skin brush up, silicone seaming.
- **4/2003 Masters FX, Arleta, CA: Stargate SG-1**
Lab Technician – Epoxy fiberglass molding of sculpture for alien suit to be used Sci-Fi Stargate SG-1 TV show.
- **3/2003 The Character Shop, Simi Valley, CA: Orbitz Commercial**
Designer/Lab Technician - Produced concept sketches/designs of 'travel team' for Thunderbirds marionette style commercial. Sculpted Chavant prototype test head of female character. Also sculpted accessory shoes for use on multiple characters. Various moldmaking duties, including master bucks of finished heads. Seaming & patching of

various resin appendages for marionettes, including hero characters. As well as retrofitting eyes into all character skulls with precise Dremel work. Airbrushing of shoes, finished heads & bodies, including hero character.

- **9/2002 Animus FX, Los Angeles, CA: Konami Commercial for Contra: Shattered Soldier video game**
Lab Technician - Molding of multi-piece appliance, foam running, foam patching & seaming, prosthetic application.
- **3/02–6/02 Solar Flare Productions, Santa Clarita, CA: “Can You Hold Your Breath for 9 Minutes & 38 Seconds?”**
Creature Designer/ Lab Tech/ Make Up Supervisor - Designed and illustrated full page renderings of mutant “vegetative” zombies for independent film. Lab tech work including: lifecasting, molding of multi-piece appliance with Epoxical and Ultracal, running gelatine appliances. Make up supervisor on set for crew of six. Applied and painted multi-piece zombie make-ups and hand appliances on multiple actors. Applied & painted hero gelatine zombie wound on lead actor, pre-cauterized & post cauterized. Fabricated spare mutilated body parts for set.
- **3/01–10/01 Arcane FX, Denver, CO: Alice Cooper’s town “The Sanitarium” Haunted Attraction**
Illustrator/Lab Tech - Designed creatures/characters for haunted attraction. Full head lifecasting, clay pouring, multi-piece mold-making including ultracal & silicone, resin casting, foam running for multi and single piece appliance, foam patching, appliance painting & application, latex torsos, & body part patching and seaming, latex painting, latex/polyfoam head fabrication and fiberglassing.
- **6/01–9/01 Sugarloaf Creations, Inc., Boulder, CO**
Freelance Illustrator - Designed and illustrated original plush characters and character collections. Designs included cartoon & realistic animals, creature collections, anime styled characters, humanoid character, sports related themes and much more. Full color renderings with orthographic views.
- **2000 Alice Cooper’s Brutal Planet Tour, Greeley, CO**
Freelance Illustrator - Designed “Bad Betty” for stage show. Designed Alice Cooper stylized stencils for show props. Designed a simulated rust paint scheme for large metal stage props utilizing specialized auto body paint. Designed & executed paint scheme for various skeletons, skulls and various parts utilizing various airbrushing wash & dry painting techniques.
- **1998 Hollywood Halloween, Valencia, CA**
Illustrator/ Designer/ Lab Tech/ Painter - Designed mask for illusionist’s magic act and created full color renderings. Moldmaker for line of Halloween masks & props (Ultracal, Hydrocal & silicone molds,) latex & polyform pouring, latex seaming & patching for master masks, resin figure casting & painting, hair punching, Lead Painter (airbrushing) & Supervisor for mass mask production and painting.
- **1998 Long Beach Aquarium, Long Beach, CA**
Assisted in sculpting, fiberglass moldmaking, polyfoam latex skin creation, seaming, patching and painting for life-sized educational flexible squid display.
- **9/97–10/97 The Character Shop, Canoga Park, CA: Founder & Gnome Commercials**
Lab Tech - Created bronze color, patina & texture of copper founder statue utilizing silicone caulking and metallic powders. Assisted in applying caulking to costume & props to create bronze simulation. Assisted on set with Gnome commercial, foam burning and painting.
- **1/97–4/97 Patrick Tatopoulos Designs, Inc., Culver City, CA: “Godzilla,” Sony Pictures**
Lab Tech - Made various silicone & fiberglass molds, including: case mold of head of baby Godzilla, hand and finger molds, and silicone positive of baby’s arms. Created epoxy syntactic dough molds of baby Godzilla and texture samples. Laid up wax cores for precise finger mechanics for baby Godzillas. Assisted in creation of polyfoam and latex stand-in cast of Baby Godzilla, silicone seaming and various other moldmaking & lab tech duties.
- **6/96–9/96 The Character Shop, Canoga Park, CA: “Mimic,” Miramax Films**
Lab Tech - Supervised and assisted with construction and art finishing of acrylic vacuum formed arms and legs (hero & stunt puppets,) sculpted on oil clay life-sized hero wings, various molding and casting of facial pieces, patching and seaming rigid urethane and silicone, and airbrush work utilizing silicone paint.

Software & Tools

Basic familiarity with Photoshop and design visualization tools. Comfortable with hand-drawn concepting and translating designs into 3D production-ready assets.

References

Available upon request.