

Ollie Otou-Branckaert

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EDUCATION

The University of Texas at Austin - Austin, TX	Spring 2026
<i>B.S. in Radio-Television-Film, Certificate in Digital Arts and Media</i>	
UTLA Semester in Summer - Burbank, CA	Summer 2025

WORK EXPERIENCE

HappyNest Entertainment - Los Angeles, CA	June 2025 - Present
<i>Development Intern</i>	
<ul style="list-style-type: none">Managed executive calendars, emails, and production schedules to support animation project workflowsPrepared and watermarked files, scripts, and animatics; designed with pitch decksProvided coverage for children's books and media to evaluate their potential for animated series development	
Blindlight - Los Angeles, CA	June 2025 - Present
<i>Production Intern</i>	
<ul style="list-style-type: none">Scheduled and coordinated availability with agents, voice actors, directors, vendors, and clientsManaged email communications to hold talent and coordinate session detailsTracked talent availability and maintained grids to support voice-over casting and production schedules	
University Housing - Austin, TX	Jan 2024 - Present
<i>Resident Assistant</i>	
<ul style="list-style-type: none">Collaborated closely with staff to coordinate events, resolve conflicts, and maintain clear communicationManaged administrative duties: budgeting, maintenance requests, incident reports, mail, TITLE IX	

CREATIVE PROJECTS

Kiohi - Austin, TX	May 2024 - Present
<i>Owner & Small Business Entrepreneur</i>	
<ul style="list-style-type: none">Create and sell fan merchandise using Procreate; exhibit at conventions, and manage an online store	
Bigmode Game Jam 2025 - Austin, TX	January 2025
<i>Illustrator</i>	
<ul style="list-style-type: none">Developed a turn-based sci-fi game in one week using Godot, collaborating on gameplay and mechanicsCreated game storyline and led the character designsIllustrated in-game graphics with visual consistency within the limited time frame in Procreate	
"Chemical" Music Video - Austin, TX	Oct 2024 - Dec 2024
<i>Storyboarder, Virtual Background Design</i>	
<ul style="list-style-type: none">Created background for scenes in the music video using Adobe Photoshop and ProcreateWorked with the director to plan out a storyboard for a music video with Adobe Premiere	

STUDENT ORGANIZATION

Social Anime Club - Austin, TX	Aug 2024 - Present
<i>Artist Alley Coordinator</i>	
<ul style="list-style-type: none">Directed planning of an on-campus art market, coordinating members, and generating \$2,000+ in two days	
Texas Creative Union Project - Austin, TX	March 2025 - Present
<i>Creative Marketing Officer</i>	
<ul style="list-style-type: none">Creating illustrations on Procreate for social media to increase visibility and attract 100+ attendees to events	

SKILLS

- Software: Unreal Engine, Procreate, Clip Studio Paint, Adobe Creative Suite, Microsoft Office, Maya, Google Workplace, Canva
- Languages: Spanish, French
- Interests: 2D/3D animation, Roguelike and Metroidvania games, YouTube, Manga. Game Development