Meaghan Horner

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WORK EXPERIENCE

FREELANCE ANIMATOR AND MOTION GRAPHIC ARTIST 2016-PRESENT

Digital Animator and motion graphic artist

- Clients include Audible, The Key of Awesome, Cartuna, 100 Chickens, Flocabulary and more
  Created animation in After Effects from existing rigs for "Click Clack Moo: Christmas at the Farm" for Amazon Studios and "Reggae Shark" for YouTube Red
- Designed style frames and animated short promos for audiobooks for Audible
- Designed characters, rigged charcaters, directed and animated 2 5-minute videos for Flocabulary as part of a visual podcast pitch

KAVALEER JULY 2023- OCTOBER 2024

Digital Character Animator

- Responsible for creating 20-30 seconds a week of high quality character animation in After Effects using advanced 2.5D rigs
- Addressed notes quickly and efficiently, maintained high level of quality throughout for final deliverables for Apple TV+
- Assisted other animators with technical issues, completed revisions on other animators' scenes

AMAZON, 2023

Maya 3D Character Animator

- Created high quality 3D animation in Maya that would be used to train realtime AI animation models for users to interact with on Echo devices
- Revised and created blendshapes in Maya to create naturalistic and cartoony emotions on a variety of characters
- Worked with engineering team to improve their AI models for generating realtime animation
- Created animation for Enter The Spiderverse collaboration with Sony, enabling users to interact with Spiderverse characters using their devices

LATE NIGHT CARTOONS, INC, 2017-2022

Animation Director 2020-2022
Assistant Animation Director 2018-2020
Lead Digital Animator 2017-2018
Digtal Animator 2017

- Directed 22-minute episodes for Our Cartoon President (Showtime, 2020) and Fairview (Comedy Central, 2022)
- Responsible for directing storyboard artists in translating script to storyboards
- Collaborated with storyboard artists to refine concepts by providing detailed drawovers, resulting in improved boards that enhanced economy, cinematic effect, and overall show quality and reduced production time
- Responsible for overseeing translation from storyboards of animation and overseeing on-site animation in Character Animator and After Effects
- Worked on short production schedules (12 weeks/5 weeks) for both productions including last-minute changes in response to real-life news events
- Reviewed all scenes for quality and consistently delivered episodes on time

NATIONAL GEOGRAPHIC EXPLORER, 2016-2017
Motion Designer
- Conceptualized, designed and animated motion graphics for National Geographic Channel's flagship program, short-form documentary show "National Geographic Explorer"
- Created infographics to illustrate various concepts as needed by producers and editors
- Created maps and graphs from historical data using GIS and data tools
- Designed and animated segment titles in collaboration with story producers

THE CHEW, 2016-2016
Senior Motion Designer
- Conceptualized, designed and animated motion graphics for daytime cooking show "The Chew"
- Created daily animated segment titles, using plugins such as Particular, Magic Bullet and Optical Flares to heighten design
- Designed large- and small-scale props and set elements in collaboration with the art department
- Created a show refresh package for season 4 of the show, working with After Effects plugins such as the Red Giant suite to create a fun, fresh, vibrant look for the show while adhering to brand guidelines

FLICKERLAB, 2010-2012
Motion Graphics Artist
- Translated childrens' picture books to an animated ebook format for Barnes&Noble's Nook platform using Photo to create animated ebooks for Barnes&Noble's Nook platform
- Responsible for Quality Control and troubleshooting problems in exporting animated ebooks and making sure all interactions played correctly, including building and troubleshooting JSON files
- Animated and composited on a variety of projects including Joy Berry's "Uncomfortable Feelings" music video series and a series of ads promoting the Earned Income Tax Credit for the IRS with Big Object and director Peter Wallach

CURIOUS PICTURES, 2010
Character Designer and Flash builder
- Designed characters based on NFL football players for Nickelodeon's Rush Zone:Guardians of the Core; built Flash puppets from the designed characters
- Worked closely with art director Ro Rao to acheive likenesses and appeal in designs
- Designed and altered uniforms and logos to match current NFL designs, keeping up with branding changes across the NFL

SKILLS
- 2D and 3D animation (Harmony, Animate/Flash, After Effects, Maya, Character Animator)
- Compositing (Harmony, After Effects) and editing (Premiere)
- Puppeted and traditional animation
- Rigging (Harmony, After Effects, Character Animator)
- Motion Design (After Effects, Cinema 4D)
- All Adobe Creative Suite including Photshop, InDesign, Illustrator, Premiere

EDUCATION
ANIMATION MENTOR, SAN FRANCISCO, CA.
- Completed 18-month certificate program in character animation in Maya.

SCHOOL OF VISUAL ARTS, NEW YORK, NY.
- Graduated with BFA in animation. My thesis film "Relinquish" was a runner-up for the Dusty award for traditional animation. Coursework included tradtitional and digital animation including 3D software.