

MEAGHAN HORNER

Animation Director
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347-385-7185

EXPERIENCE

ANIMATION DIRECTOR

LATE NIGHT CARTOONS, INC, 2020-2022

- Directed 22-minute episodes for Our Cartoon President (Showtime, 2020-2021) and Fairview (Comedy Central, 2022)
- Responsible for directing storyboard artists in translating script to storyboards
- Did drawovers to help storyboard artists refine concepts and improve boards for economy, cinematic effect and show quality
- Responsible for overseeing translation from storyboards of animation, 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
- Also on staff on production as Animator (2017), Lead performance animator (2017-2018) and Assistant Animation Director (2018-2020)

FREELANCE ANIMATOR

VARIOUS, 2016-2022

- 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 and "Reggae Shark" for Youtube Red
- Designed and animated style frames for audiobook promos for Audible
- Designed characters, rigged characters, directed and animated 2 5-minute segments for Flocabulary as part of a "visual podcast" pitch

MOTION GRAPHICS ARTIST

NATIONAL GEOGRAPHIC EXPLORER, 2016-2017

THE CHEW, 2012-2016

- Conceptualized and created motion graphics for daytime cooking show "The Chew" and for short-form documentary show "National Geographic Explorer"
- Designed and animated segment titles for multiple segments per day and in collaboration with art department created graphics for print elements
- Collaborated on design of show package for season 3 refresh including new wipes, animated lower thirds, animated bug, and all new show elements
- Consistently met deadlines for daily deliverables while maintaining a high level of quality

EXPERTISE

- 2D and 3D animation (Harmony, Animate, After Effects, Maya, Character Animator)
- Compositing (Harmony, After Effects)
- Puppeted and traditional animation
- Rigging (Harmony, After Effects, Character Animator)
- Motion Graphic Design (After Effects, Cinema 4D)

EDUCATION

ANIMATION MENTOR, SAN FRANCISCO, CA. MAY 2016 - DEC 2018.

Completed 18-month certificate program in character animation in Maya.

SCHOOL OF VISUAL ARTS, NEW YORK, NY. SEPT. 2000-MAY 2004.

Graduated with BFA in animation May 2004. Coursework included traditional and digital animation including 3D software.