



Libbey O'Gorman

ANIMATION COMPOSITOR

emaillibs@gmail.com

WORK EXPERIENCE

Powerhouse Animation *(Remote Work)*

June 2022–July 2025

After Effects Compositor

PROJECTS – *Tomb Raider: The Legend of Lara Croft – Castlevania: Nocturne – Skull Island*

- Created keylighting and composited 2D animation using Adobe After Effects*
- Swatched colors of character and prop model sheets*
- Utilized 3D cameras, stock footage, and fx to my given scenes*
- Implemented AE plug-ins and presets to create complex lighting*
- Communicated with compositing lead clearly and gave frequent updates to my scenes*
- Turned scenes in on time and quickly adressed any notes given by the compositing lead*

SpindleHorse Toons *(Freelance Remote Work)*

August 2021–March 2023

After Effects Compositor

PROJECTS – *Helluva Boss*

Bento Box Entertainment *(Contract Remote Work)*

April 2022–May 2022

Toon Boom Harmony Compositor

PROJECTS – *Aqua Teen Forever: Plantasm – Koala Man*

EDUCATION

Savannah College of Art and Design *(Savannah, GA)*

Graduated May 2021 Magna Cum Laude

Bachelor of Fine Arts in Animation

- Studied techniques of 2D & 3D animation, storyboarding, color theory, design, fine art, and art history*
- Studied general education and skills in articulate writing, speaking, reading, and research*

SOFTWARE EXPERIENCE

Adobe After Effects, ToonBoom Harmony, Adobe Animate, Adobe Illustrator, Adobe Photoshop, Adobe Media Encoder, Adobe Bridge, Procreate

REEL/SITE:

<https://www.libbeyogorman.com/>