



Libbey O'Gorman

2D ANIMATOR and COMPOSITOR

emaillibs@gmail.com

EDUCATION

Savannah College of Art and Design (Savannah, GA)

Bachelor of Fine Arts in Animation

Graduated May 2021 Magna Cum Laude

- 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

WORK EXPERIENCE

SpindleHorse Toons (Remote Work)

August 2021–Present

2D Compositor for “Helluva Boss”

- Composited 2D animation using Adobe After Effects
- Implemented lighting, shadows, camera tracking, and fx to my given scenes
- Utilized 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 addressed any notes given by the compositing lead

Nelson-Atkins Museum of Art (Kansas City, MO)

June–August 2019; July 2021–Present

Visitor Services Officer

- Watched and protected paintings, sculptures, and installations from damage
- Provided assistance to visitors such as giving directions or information on the galleries
- Opened and closed galleries, checked safety equipment, and recorded visitor count

SOFTWARE EXPERIENCE

ToonBoom Harmony, Adobe Animate, Adobe After Effects, Adobe Illustrator,
Adobe Photoshop, Adobe Media Encoder, Shotgun, TVPaint

COLLABORATIVE

Desert Mayhem: OVERDRIVE (Directed by: Noah Cheruk)

May 2022

2D Character Animation

Zantu (Directed by: Maelene Naftzger)

November 2021

2D Character Animation – Lead Compositor – Character Design – Storyboard Artist

Mr. Hamboni (Directed by: Andy Ortiz)

August 2020

2D Character Animation – Compositor – Storyboard Artist

I Scream Invasion (Directed by: Alex Batchelor)

August 2020

2D Character Animation – Character Design

REEL/SITE:

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