

# CATHERINE GAYNOR

www.catherinegaynor.com  
Orange County

## SKILLS

2D motion graphics, 3D generalist, graphic design, experience creating graphics in stereoscopic 3D, finishing for film and broadcast, typography, title design, compositing, creation of storyboards, footage correction, formal education in painting and drawing. Strong communication skills, patient teacher, organized file structure, team player.

## SOFTWARE

Maya, Cinema 4D, Photoshop, Illustrator, After Effects

## EDUCATION

Otis College of Art & Design, earned BFA in Digital Media, Los Angeles, CA

## EXPERIENCE

- Freelance Motion Graphics, Orange County CA May 2014 - Present  
-Logo design, 2D and 3D animation, 3D generalist, illustration.
- Designer/Animator for Pacific Communications, Costa Mesa CA January 2014 - May 2014  
-Design, animation, and editing of the company sizzle reel. 2D and 3D animation, creation of storyboards, shooting and keying-out some greenscreen footage, animating and boarding-up various other tradeshow graphics.
- Designer/Animator for NuvoTV, Glendale CA June 2012 - September 2012  
-Design and animation of the NuvoTV 2012 brand refresh. Creation of new logo treatments and network promotional graphics. Design and animation of graphics for show packages (openers, transitions, lower thirds, etc.), photoshop design for key art, creation of storyboards, logo design.
- Visual Effects, Motion Graphics, Previsualization for Scentsy, Meridian ID Spring 2011 - June 2012  
-3D animation and compositing, 3D modeling for product visualization, motion tracking.
- Designer & Animator for Create Advertising Group, Culver City CA April 2006 - April 2012  
-Design and animation of main titles and interstitial graphics for theatrical trailers, 2D and 3D animation, creating one sheets, creating storyboards to pitch concepts, footage correction (painting out guns, blood, alcohol, etc.), compositing, rotoscoping, finishing in various formats for film and television, working in and/or converting graphics to stereoscopic.
- Junior Designer for mOcean, Los Angeles, CA June 2005 - April 2006  
-Designing graphics for broadcast and theatrical trailers, footage correction, compositing, compressing media for client previews, Wiredrive management, organizing pre-production graphics (assembling styleframes, storyboards and diagrams and building pre-production books).
- Motion Graphics Internship with Hornet Inc, Los Angeles, CA February 2005 - June 2005  
-Creation of elements, footage correction, animation, rotoscoping
- Motion Graphics internship with NGTV, Los Angeles, CA Summer 2004  
-DVD menu design, illustration, animation, creation of elements