CATHERINE GAYNOR

www.catherinegaynor.com
323.404.4134

SKILLS

2D and 3D motion graphics, graphic design, title localization, typography, logo design, footage correction, compositing, creation of styleframes, formal education in painting and drawing. Strong communication skills, patient teacher, organized file structure. Strong experience in theatrical main title design & trailer graphics.

SOFTWARE

After Effects, Cinema 4D, Illustrator, Photoshop.
Experience with Redshift, Octane, Maya, Mocha Pro, Premiere Pro.

EDUCATION

Otis College of Art & Design, earned BFA in Digital Media   Los Angeles, CA 2005

EXPERIENCE

Freelance Motion Designer for Invert Agency, Los Angeles, CA (remote)   August 2021 - present
Theatrical main title design, creation of styleframes, cards, rotoscoping, animation.

Freelance Graphic Designer for Midnight Oil, Burbank, CA (remote)   June 2021 - present
Title localization specialist- Rebuilding 2D and 3D main titles for films in up to 40 different languages.
Font building, title creation, working with a variety of render engines.

Freelance Graphic Designer for Grace Creative, Los Angeles, CA (remote)   November 2021 - present
Footage correction, photo correction, animation for social media.

Freelance Animator & Editor for Video Resources, Costa Mesa, CA   Spring 2017
3D animation, 3D modeling, compositing, and editing for instructional medical media.

Freelance Motion Designer 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 styleframes, shooting and keying out greenscreen footage, animation and layout for tradeshow graphics.

Freelance Motion Designer for Nuvo TV, Glendale, CA   June 2012 - September 2012
Design and animation for the network brand refresh. Logo design, creation of network ID and promo graphics, design for show packages, key art creation, styleframe creation.

Designer & Animator for Create Advertising Group, Culver City, CA   April 2006 - April 2012
Design and animation of main titles and interstitial graphics for film and game trailers, 2D and 3D animation, creation of styleframes, footage correction, compositing, rotoscoping, finishing.

Junior Designer for mOcean, Los Angeles, CA   June 2005 - April 2006
Assisting senior level designers with still/animation projects, preparation of elements, footage correction, assembling pitch presentations and production books, rotoscoping, creation of styleframes.