

ERICA HORNING

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OBJECTIVE

Library Sciences Graduate Student with extensive professional experience in digital media and education, seeking a role in support of Digital Asset Management and the digitalization of archival collections.

EDUCATION

Queens College Graduate School of Library and Information Studies, Queens, NY
Master of Library Science, concentration in Archives and Preservation of Cultural Materials 2017 (expected)

Georgia State University, Atlanta, GA
Master of Art, Film 1996

Thesis: "God in a Box," a 25-minute film including 150 digital effects shots

Honors: Thesis film, God in a Box selected for screening in the Atlanta Film Festival

Activities:

Managing Editor, *The Journal of Film and Video*

Digital Liaison, Department of Film / Department of Math and Computer Science

Assistant to the Chair, SIGGRAPH 1997

Internship, Cartoon Network

Georgia Institute of Technology, Atlanta, GA
Bachelor of Science, Architecture 1991

Honors: Graduated cum laude, included in Dean's List

Activities:

Year abroad in Paris, France

Featured photographs in gallery show "Architects, Travels"

CURRENT COURSEWORK

The Technology of Information
Fundamentals of Library and Information Science
Information Sources and Service
Introduction to Technical Services
Archival Appraisal, Arrangement, and Access
Archives and Manuscripts and the Shapes of Material History
Preservation of Cultural Heritage Materials

INTERNSHIP

Jacksonville Historical Society, Jacksonville, FL
Volunteer Archivist 2015

- Selected, organized, and filed pertinent newspaper stories per archivist's collection policy
- Aided archivist with special events
- Updated and added to finding aid
- Explored procedures and standards of the archival profession

SKILLS

- Extensive, advanced experience in digital asset management in a variety of environments
- Practical experience in digitizing materials for use in animation, design, genealogy, and archiving
- Advanced experience in digital photo manipulation, color correction, and repair
- Deep understanding of image quality as related to viewer experience
- Advanced knowledge of Adobe Photoshop, After Effects, Illustrator, 3D animation software Maya
- Experienced in IT and hardware/software problems and solutions
- Trained in architectural theory, design, and preservation, as well as film theory, ethics, and production
- Research and technical writing
- Experience with social media outreach techniques
- History of service to professional associations
- Website design and development both from HTML and Content Management Systems such as WordPress

TEACHING EXPERIENCE

Irvine Valley College, Irvine, CA

Adjunct Instructor, School of Fine Arts

2015

Course Taught: Motion Graphics Animation

- Taught design and animation utilizing Adobe After Effects and Adobe Photoshop
- Developed 18-week syllabus based on past courses taught
- Created and maintained online Blackboard environment
- Generated course-specific grading rubrics
- Communicated with department head regarding proposed prerequisites and future steps for developing motion graphics program

The Art Institute of Austin, Austin, TX

Full Time Faculty

2010-2011

Courses Taught: Motion Graphics; Introduction to Visual Effects; Intermediate Visual Effects; Advanced Visual Effects; Three-Dimensional Effects; Architectural Animation and Rendering; Animation Studio IV; Production Studio I; Special Topics (Character Animation)

- Taught and assessed animation history, motion graphics, compositing, FX animation, character animation, and lighting and rendering courses for approximately 10-30 students per 10-week course
- Utilized Adobe Photoshop, After Effects, Illustrator, Flash, and Maya to familiarize students with real-life work environments
- Performed IT tasks in Mac and Windows environments
- Coordinated with other faculty to implement common digital asset management methods
- Assisted department head with curriculum changes and updates to reflect evolving technology
- Developed syllabi, overall course structures, and grading standards
- Worked with local professionals in implementing curriculum changes to meet current marketplace needs
- Created and maintained online Blackboard classroom environments
- Administered grades

The Art Institute Online

Adjunct Instructor

2005-2012

Course Taught: Flash Animation

- Taught and assessed web design for five-week online course using Adobe Flash as primary design tool; Monitored and commented on student's design and animation progress in digital classroom environment
- Taught Adobe Action Script programming
- Administered grades

WORK EXPERIENCE

Freelance Digital Artist**2007-present**

Los Angeles, CA

Built e-commerce web sites on WordPress platform; Planned social media strategies and accounts; Created digital animations and designs for web and broadcast; Designed logos and brand management for print, online and broadcast media.

El Rey Network, Santa Monica, CA

Motion Graphics Artist**2012 – 2013**

Designed and delivered artwork for editors; Ensured all broadcast elements meet brand criteria; Streamlined repetitive tasks with AppleScript, Automator, After Effects expressions, and JavaScript; Managed digital assets for delivery to various departments; Created naming conventions and filing systems for various types of born-digital materials.

FEARnet Network, Santa Monica, CA

Art Director, On-air Promotions**2011-2012**

Produced both digitized and born-digital materials for motion graphics animations including animations, bumpers, and associated elements; Managed and delivered digital assets to web department; Created naming conventions and file structures for digital asset management across departments; Delivered designs to be adapted by web and print departments; Developed original concept, logo and provided art direction for opening animation and associated elements for new Saturday Morning block "Funhouse;" Maintained Network Brand Bible, ensuring all broadcast elements meet brand criteria; Streamlined delivery, design toolkits, and repetitive tasks with AppleScript, Automator, After Effects expressions, and JavaScript.

Blue Sky Studios, Greenwich, CT

Technical Director**2009-2010**

Provided complex digital assets to numerous departments; Attended daily assessment meetings; Revised work based on comments; Communicated with other departments to develop solution to technical problems.

Rhythm & Hues Studios, Los Angeles, CA

Technical Director**2008-2009**

Provided complex digital assets to numerous departments; Attended daily assessment meetings; Revised work based on comments; Communicated with other departments to develop solution to technical problems.

Sony Pictures Imageworks, Culver City, CA

Technical Director**2000-2007**

Provided complex digital assets to numerous departments; Worked closely with software department to develop and test automated and interactive tools for digital artists; Created online training manuals; Lead teams of 4-8 artists; Determined artists' strengths and weaknesses in task-related skills; Trained artists in areas of weakness; Assigned daily work based on artists' strengths; Assessed daily work output for quality control; Determined problems and created solutions for technical problems; Communicated with departments heads regarding needs and revisions required; Met with production personnel concerning scheduling and department progress; Attended daily reviews in both small and large groups.

The WB Network On-Air Promotions, Burbank, CA

Senior Production Artist**1998-2000**

Designed and created motion graphic animations for network branding and promotion; Designed original logo designs and treatments for show opens; Executed Art Directors' designs for broadcast; Delivered digital assets for final editing and broadcast; Streamlined pipeline for interstitials; Refined digital asset file naming and organization conventions.

PUBLICATION

The Art and Technique of Matchmove: Solutions for VFX Artists
The Focal Press, 2010

Wrote and illustrated a step-by-step, technical manual for a targeted audience of visual effects students and visual effects practitioners; Created additional material on tips and techniques for surveying architecture and other environments, on-set and studio protocols and etiquette, and career advice.

AWARDS

National Merit Scholar, Georgia Institute of Technology

1987-1991

PROFESSIONAL MEMBERSHIPS

Society of American Archivists – student member
The Association of Moving Image Archivists – student member
ACM SIGGRAPH – student member and frequent contributor