Sara McKechnie Animator + Compositor

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💼 PROFESSIONAL EXPERIENCE

Noggin by Nickelodeon and Paramount+ | New York, NY
Senior Animator
Apr 2022 – Feb 2024
- Directed animation on 4 linear and 3 interactive kid's educational series and games leveraging Nick Jr characters and original Noggin IP.
- Collaborated daily with core leadership and cross functional teams through out all game development phases: from conception to delivery and release.
- Managed 1-2 animators per project: led kickoffs with animators, gave written feedback with draw overs, prepared and presented animation share outs with core team for review, made sure animation was delivered at the high caliber expected and on time.
- Compiled senior leadership feedback with my own and relayed to team on storyboards, character designs, animatics, animation, and compositing.
- Advised senior producers on animation scope to keep projects on schedule and within budget.
- Brainstormed creative solutions to implement research and learning feedback to ensure learning goals and objectives were being met.

Noggin by Nickelodeon | New York, NY
Animator and Compositor
Jun 2017 – Feb 2018 | Apr 2019 - Mar 2022
- Lead animator on 7 interactive, educational Play Along Video games leveraging Nick Jr characters for their Noggin app.
- Collaborated with creative producers, animation directors, and storyboard artists to make animatics for linear and game play experiences.
- Helped manage a team of 9 animators: led kickoffs, held daily reviews to provide feedback and draw overs, made sure animation was delivered at high caliber expected and on time.
- Presented animation to core leadership team for feedback.
- Animated 2D and 3D cinematic sequences and in game animation cycles using Nick Jr IP character show rigs.
- Composited 2D and 3D animation with 2D designed backgrounds and created effects as needed.
- Prepared assets for coding team for in game experience.

Titmouse | New York, NY
Compositor
Sep 2014 – Jun 2017 | Feb 2018 - Mar 2019
- After Effects compositor for Amazon and Netflix TV series, mini movies, and Titmouse's own feature 'Nerdland'
- Composited backgrounds, 3D animation, and 2D animation together in 2D and 2.5D environments.
- Created desired look and effects for final shot - depth of field, parallaxing, color correction, vfx particle systems.
- Shows and Clients include Deadly Class (Syfy), Niko and the Sword of Light (Amazon), TMNT (Nickelodeon), and more.

▸ SOFTWARE SKILLS

Autodesk Maya

Adobe Suite (After Effects, Photoshop, Illustrator, Premiere, Character Animator, Animate)

Toonboom Harmony

Unreal Engine

Motion Capture clean up

🎓 EDUCATION

iAnimate
Game Workshop 3
2018

CGTarian
Intro to Performance and Physics of Animation
2015 | 2017

Animation Mentor
Diploma: Advanced Studies in Character + Creature Animation
2013 – 2014 | 2016

Connecticut College + Tyler School of Art (Rome)
BA Studio Art (Design, Drawing), Minor Computer Science, GPA: 3.46
2005 – 2009

🏅 AWARDS

Best Learning App Branded Nominee: Noggin
Kidscreen
2024

Noggin Comics: Finding Friendship with Liddo + DD
Kid's Games Webby Honoree
2022

Block Party: Pattern Quest
Kid's Games Webby Honoree
2020