

Hager Neeb

Inspired by classic animated films and television shows. Now I work with indie animation teams to get their characters moving! I specialize in 2D and 3D workflows, often mixing the strengths of both. With my 6-year background in live-action post production and VFX, I'd like to transfer my skills to the animation scene.

Portfolio: www.HagerNeeb.com

Los Angeles County, CA
(484) 889-8079
fuzzyneeb@gmail.com

Territory Pictures — Post Production Assistant

2022-2024

Worked with a post production team on highly-ambitious film IP, Horizon: An American Saga, parts 1 and 2. I started as an office PA at the Moab set and ended up moving to post-production in LA. Worked directly with Editorial and VFX departments to ingest dailies and organize shots.

Paragons of Xithea — Lead Editor

2025-Present

Editing for Prosperity Studios on animatics and social media materials. Assistance recording team meetings as well as building a timeline for our teaser trailer. Working closely with graphic designers and animators to keep our assets updated and organized for internal distribution.

The Palacine Tales — Thumbnails/Storyboards

2023-2024

Provided thumbnails for a fantastical show full of weird and wonderful characters. Turned over thumbnail pages for an entire pilot script as well as animatic sequences. Lots of action, lots of magic!

Xiaolin Showdown Reanimated — Rough Anim/Cleanup

2023

Fully animated, colored, and cleaned a dialogue scene. Worked with collaborators for continuity and pacing. Used communication apps such as Discord for organization and updates.

Little Princess Daisy — Rough Anim/Cleanup

2023

Fully animated, colored, and cleaned a scene for the Cardiff Quick Draw. A worldwide collaboration to create a short animated film premiered at the Cardiff Film Festival.

Crunch — Organization/Rough Anim/Cleanup

2024

Organized a small team of animators for the Cardiff Quick Draw. A worldwide collaboration to create a short animated film premiered at the Cardiff Film Festival. Worked with artists to organize, animate, and complete the short within a strict deadline.

EDUCATION

University of Utah, SLC, Utah — Film and Media Arts EAE

August 2017 - May 2021

Bachelor's degree in Film and Media Arts. Experienced in film production, game development, and animation pipelines.

SKILLS

2D Rough Animation

2D Cleanup Animation

Storyboarding

3D Animation

Photography

Editing

Game Development

Web Design

Social Media Management

Programming

SOFTWARE EXPERIENCE

Clip Studio Paint

Toon Boom Harmony

Photoshop

Storyboard Pro

Maya

Blender

Premiere Pro

DaVinci Resolve