

meghanconnor.com
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Meghan Connor
3D Environment/Prop artist



Software and Skills:

3D

Maya, Blender, Zbrush, Topogun, XSI (SoftImage)

Texturing

Photoshop, Gimp, Illustrator, Crazy Bump, Knald, NDo, DDo, Substance Painter/Designer

Engines

Unreal 4, UDK, Unity

Skills

Digital Modeling and Sculpting, High to Low Poly baking, last gen and PBR texturing, Advanced material and particle creation.

Other

Perforce, Tortoise, Copy, Microsoft Office, Trello, Google Doc, Traditional 2D Art skills, After-Effects, Shotgun, Key and Roto.

Awards:

Semi-Finalist in Walt Disney Imagineering's
ImagiNations Design 2013 Competition

Education:

Bachelor of Fine Arts, Interactive Design
and Game Development, Savannah College
of Art and Design. May 2014

Experience:

Contract 3D Environment Artist, Filament Games (June 2017-November 2017)

I worked as an environment artist on Breaking Boundaries -In Science- which is an educational Gear VR game about women in science.

Contract 3D, The Stork Burnt Down (March 2017-April 2017)

Worked as a 3D artist on a prototype VR game.

Contract 3D Environment Artist, Filament Games (May 2016)

I was given stylised environment concept art to recreate in 3D within a given deadline .

Freelance 3D artist, Magnetic Dreams Animation Studio (Jully 2015 -November 2015)

Worked with an art director and team to created assets for projects like Sesame Street as well as construct sets and lighting.

Comp Artist Intern, Magnetic Dreams Animation Studio (July 2015-November 2015)

Was taught how to key and roto as well as other skills in After Effects. Helped on multiple projects such as Sesame Street.

3D Artist Impeller studios (Nov 2014-July 2015)

Responsible for making prototype assets for Starfighter INC

3D Artist Wolfgame Dungeon Hearts DX (Jan 2015-Oct 2015)

In charge of making sure all art assets work correctly and updating what is needed for a Wii U port of Dungeon Hearts.

Volunteer Teacher (July 2014)

Came in for a day to teach middle school students the basics of game development. I also prepared and presented a demo on asset creation for games.

Low Poly Racing Environment Art Lead (summer 2014 canceled)

Was the only artist in a small team of developers. My responsibilities included coming up with the overall look and style as well as create the environments themselves.