

Meg Higginbotham

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OBJECTIVE

I am a 3D artist looking to work for a company willing to take creative risks and challenge me to better myself as an artist.

EXPERIENCE

Junior Texture Artist at Reel FX

January 2011 – June 2011

Supervisor: Todd Harper

Tasks: UVed and created texture maps for props and set terrain for a high profile project. Work involved becoming familiar with shader networks inside of maya and being able to create procedural textures as well as hand painted and photo manipulated texture maps.

Associate Artist at InstantAction

September 2009 – November 2010

Supervisor: Elie Arabian

Tasks: Concepted and created high quality assets for Instant Jam, a console-quality music rhythm game on Facebook. Specific tasks included concepting various notes, fretboards, guitars, and vignettes as well as creating many of these assets after concepts were approved

3D Artist Intern at Garage Games

June 2009 – September 2009

Supervisor: Derek Bronson

Tasks: Concepted Demo level and props for Torque, created sprites for TGB demos, and concepted character for Torque demos as well as created high-res character in Zbrush.

3D Artist Intern at Motus Digital

February 2009 – March 2009

Supervisor: David Farmer

Tasks: Designed scene layouts, created hand painted textures for characters and props, and built scenes for rendering.

EDUCATION

The University of Texas at Dallas

BA in Arts and Technology

2005 – 2009

SKILLS

-Proficient in 3ds Max, Maya, Renderman, Zbrush, Photoshop, Bodypaint, Headus UV Layout

View Recommendations on LinkedIn: <http://www.linkedin.com/in/meghigg>