

MEGAN HIGGINBOTHAM

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OBJECTIVE

My goal is to work in a challenging yet rewarding environment while making enjoyable entertainment. I believe I am a great asset because I learn very quickly, am a great problem solver, and work well under pressure in a team environment.

EDUCATION

University of Texas at Dallas • May 2009

- **Major:** Arts and Technology
- **GPA:** 3.6
- **Relative Coursework:** Advanced Modeling, Advanced Lighting and Texturing, Computer Imaging, Storyboarding, Production: Animated Short

EXPERIENCE

3D Artist Intern at Motus Digital • Feb 2009 – March 2009

- Drew set layouts
- Created and textured props
- Textured main characters
- Built scenes for rendering

QA Tester at Barking Lizards • May 2007 – August 2007

- Tested games for bugs
- Reported bugs in online database
- Worked with programmers to create new builds

SKILLS/ACHIEVEMENTS

Group Work:

- Texture artist and prop modeler for UT Dallas animated short project
- Worked with select few to carry out final objectives to complete animated short
- The short required individuals to problem solve and work as a team to achieve success

Game Artisans:

- *11th place* in Sackboy mini competition and participated in other mini challenges
- Participated in Comic Con competition
- Participated in Dominance War IV

Workshops:

- ConceptArt.org – Seattle, WA and Dallas, TX
- Diverge – Plano, TX

Skills:

- Maya, Zbrush, Mudbox, Photoshop, BodyPaint, After Effects, Premiere, and Lightwave

REFERENCES:

Todd Fechter: Todd.Fechter@utdallas.edu

- Managed 3D team at DNA

Tuan Ho: tch035000@utdallas.edu

- Freelances in the Game Industry