

MEGAN HIGGINBOTHAM

(713) 419-0294 • meg.higg@gmail.com • www.meghigg.com



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 Garage Games • June 2009 – Present

- Concepting, modeling, and texturing props
- Concepting, modeling, and texturing an environment
- Modeling and texturing a character
- Creating 2D sprites

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

- Drew set layouts
- Created and textured props
- Textured main characters

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, Photoshop, BodyPaint, After Effects, Premiere, and Torque 3D Engine

REFERENCES:

Deborah Marshall: deborahm@garagegames.com

- Product Manager at Garage Games

Todd Fechter: Todd.Fechter@utdallas.edu

- Managed 3D team at DNA