Megan White

meganemerart.com
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SUMMARY

I'm a 3D artist with a focus in lighting and look-development. I am highly motivated, and I have strong organizational skills and a lot of experience with collaboration.

EXPERIENCE

The Mill CG Generalist, Los Angeles, CA   January 2022 - February 2025
I worked remotely for the Mill on various large-scale commercials as a CG generalist with a focus on lighting.

CESI Technical Artist/3D Generalist Intern, Orlando, FL   Spring 2021- Fall 2021
I created procedural assets in Houdini for defense simulations at Cole Engineering Services Inc. I held a secret security clearance for this position.

Freelance Artist   Summer/Fall 2020
I created and finalized artwork for a fantasy card game, including 46 unique digital paintings for card designs.

Publix 3D Design Intern, Lakeland, FL   Summer 2019
I modeled, textured, and rigged 16 original 3D characters to be used in Publix Supermarkets computer-based training. I presented my final work to the CEO and senior executive team.

SKILLS

Software: Maya, Houdini, Unreal Engine, Substance Painter, Zbrush, Nuke, Adobe After Effects, Adobe Photoshop, Arnold, Renderman, Mantra, Adobe Illustrator, Adobe Premiere

Skills: Modeling, texturing, lighting, rendering, scripting, digital sculpting, drawing, vfx, compositing, digital painting

AWARDS

VES Awards Nomination
The Marvel's Goose the Flerken project I did the lighting for at the Mill was one of 5 projects nominated for "Outstanding Visual Effects in a Special Venue Project"

EDUCATION

Savannah College of Art and Design, Savannah GA
September 2020 - November 2021
Master of Arts: Visual Effects

Rochester Institute of Technology, Rochester NY
August 2016 - May 2020
Bachelor of Fine Arts: 3D Digital Design
Minor: Music and Technology
Summa cum laude