



# Megan White

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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 experience with collaboration.

## EXPERIENCE

**The Mill CG Generalist, Los Angeles, CA** Winter 2022 - Present  
Working on various large-scale commercials at The Mill as a 3D generalist with a focus on lighting.

**CESI Technical Artist/3D Generalist Intern, Orlando, FL** Spring 2021- Fall 2021  
Created procedural assets in Houdini for defense simulations at Cole Engineering Services Inc. Currently holds an active secret security clearance.

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

**Publix 3D Design Intern, Lakeland, FL** Summer 2019  
Modeled, textured, and rigged 16 original 3D characters to be used in Publix Supermarkets computer-based training. Selected as 1 of 47 interns out of over 2000 applicants. Presented final work to CEO and senior executive team.

**Freelance Artist** Spring/Summer 2018  
Created and finalized artwork for children's game Math Trucks, including the game board and packaging.

## SKILLS

**Software/Coding languages:** Maya, Unreal Engine, Substance Painter, Zbrush, Houdini, Nuke, Adobe After Effects, Adobe Photoshop, Python, Mel, Arnold, Renderman, Mantra, Adobe Illustrator, Adobe Premiere

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

## 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