



# 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** January 2022 - February 2025

I worked on various large-scale commercials at The Mill 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