

# MEG HIGGINBOTHAM

## LEAD SURFACER

Los Angeles, CA • 713-419-0294 • www.meghigg.com • meg.higg@gmail.com

### OBJECTIVE

---

To work in a creative environment where I am challenged to better myself as an artist.

### EXPERIENCE

---

#### **DreamWorks TV — Glendale, CA — 02/2015 - PRESENT**

Lead Surfacer responsible for overseeing surfacing work done by overseas as well as in house by reviewing the work done and clearly explain notes on how to achieve the desired look for assets. Also responsible for surfacing assets at the beginning of a show to establish a look, and R&D look development that overseas can work from.

#### **Reel FX - Dallas, TX — 08/2012 - 01/2015**

Surfacer responsible for UVing, texturing, and creating shaders for assets on projects including Book of Life, Free Birds, and Rock Dog.

#### **Junction Point - Austin, TX — 11/2011 - 08/2012**

Environment Artist responsible for creating environment collision, modeling “toon” shapes, vertex blending, editing textures, fixing models, and extensive problem solving for eliminating bugs on Epic Mickey 2.

#### **Reel FX - Dallas, TX — 01/2011 - 06/2011**

Surfacer responsible for UVing, texturing, and creating shaders for assets on Ice Age: A Christmas Special.

#### **Instant Action — Las Vegas, NV — 09/2009 - 11/2010**

Associate Artist responsible for concepting and creating high quality assets for Instant Jam, a console-quality music rhythm game on Facebook. Specific tasks included concepting various notes, fretboards, guitars, and vignettes as well as modeling, texturing, and occasionally animating assets.

### EDUCATION

---

#### **The University of Texas at Dallas — Richardson, TX — 2005 - 2009**

BA in Arts and Technology

### SOFTWARE SKILLS

---

**3D:** Maya, 3D Studio Max, Houdini

**Surfacing:** Substance Painter, Mari, Zbrush, Photoshop

**Grooming:** Xgen

**Renderer:** Vray, Arnold, Renderman