

MEG HIGGINBOTHAM

SURFACE ARTIST

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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

Surface Artist responsible for overseeing surfacing work done by overseas 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 project, and R&D look development of set pieces that overseas can work off from.

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

Surface Artist responsible for UVing, texturing, and creating shaders for assets on projects including Free Birds and Book of Life.

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

Surface Artist 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

Texturing: Photoshop, Mari, Zbrush, Substance Painter/Designer, XGen

UVing: Headus UVLayout, Roadkill