

MEG HIGGINBOTHAM

SURFACING ARTIST

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OBJECTIVE

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

EXPERIENCE

Blizzard Cinematics — Irvine, CA — 05/2019 - PRESENT

Responsible for surfacing high end assets used for cinematics at Blizzcon 2019

DreamWorks TV — Glendale, CA — 02/2015 - 05/2019

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.

EDUCATION

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

BA in Arts and Technology

CGMA — Los Angeles, CA — 2018 - 2019

Took the following classes: The Art of Light and Color; Fundamentals of Character Design

SOFTWARE SKILLS

3D: Maya, 3D Studio Max, Houdini

Surfacing: Substance Painter, Mari, Zbrush, Photoshop

Grooming: Xgen, Paint Effects

Renderer: Vray, Arnold, Renderman, Redshift