



# 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 (Remote)** January 2022 - Present  
I'm currently at The Mill working on various large-scale commercials and other projects 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 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, Unreal Engine, Substance Painter, Zbrush, Houdini, 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

## 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