

Megan Wade

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Professional Objective

To continue to build my 3D Animation career towards more advanced roles and opportunities by applying my years of professional experience, development, and drive to never stop learning about the industry

Published AAA Titles & Films

- ❖ Dragon Age: The Veilguard
- ❖ Horizon Forbidden West
- ❖ Mortal Kombat 1
- ❖ NBA 2K22
- ❖ Hogwarts Legacy
- ❖ Life Rendered - Tribeca Film Festival
- ❖ Marvel's Midnight Suns
- ❖ Cats - 2019 Film
- ❖ Gotham Knights

Professional Experience

3D Animator - Counter Punch Studios - A Virtuos Studio

Los Angeles, CA

Full Time: 04/2021 - Present

- Actively contributed to the development of seven published AAA titles in four years
- Retarget and polish facial motion capture data using Faceware and Dynamixyz programs
- Polish body and facial motion capture data for in-game cinematics, gameplay idles
- Utilize advanced constraints in Maya often for body and prop animation
- Participate in client feedback reviews
- Assisted Lead Animator by conducting first pass of internal shot reviews
- Aid and collaborate with other animators to solve technical issues

Animator - Technicolor - Mill Film, MPC Film, Technicolor Academy

Montreal, Canada

Contract: 09/2019 - 05/2020

- *Animator* at MPC Film (March 2020 - May 2020)
 - Worked on an unreleased internal studio project
- *Animation Trainee* at Technicolor Academy (Jan 2020 - Feb 2020)
 - Participated in an eight-week animation program focused on studio work, team collaboration, and VFX deliverables
 - Completed five projects showcasing lip-sync, body mechanics, quadruped run cycles, and quadruped run cycles in combination with additional animation on a motion path, blended smoothly with live action background plates
- *Roto-Anim Artist* at Mill Film (Sept 2019 - Dec 2019)
 - Conducted roto-animation work for "Cats", 2019 film
 - Used 3DEqualizer for facial and body tracking
 - Acquired hands-on experience within the VFX industry pipeline and daily submittals

Summary of Technical Skills

- ❖ Proficient with programs including Maya, Unreal Engine, Faceware, Dynamixyz, Autodesk Flow/ShotGrid, Hansoft, Microsoft Office Applications

Education & Professional Development

- ❖ Bachelor of Science, Computer Animation and Game Development
California State University Chico
Chico, California (2012-2016)
- ❖ Animation Mentor
Character Animation Certification
Online (2016-2018)

Professional References

Available Upon Request