

# **Meghan Proctor**

Art ~ Animation ~ Sewing

## **Education**

#### **BFA: Animation**

August 2016 - August 2020

- \* Savannah College of Art and Design
- \* Minor: Interactive Design and Game Development
- \* GPA: 3.77, Dean's List 2016-2020
- \* Relevant Courses:
  - Animation Capstone
  - Core Principles: Game Art
  - Digital Modeling for Environments and Props

### Skills

#### **Software**

- \* Dragonframe
- \* Maya
- \* Unreal Engine
- \* Blender
- \* Clip Studio Paint
- \*Microsoft Office
- \* Adobe Suite
- \* Zbrush

### Interpersonal

- \* Active Learning
- \* Project Management
- \* Written Communication
- \* Creative and Logical Problem Solving

# **Work Experience**

### Replenishment Team/Framing, Michaels

March 2021 - July 2023

- \* Maintained organization of store inventory
- \* Ensured displays are visually appealing and completed in a timely manner
- \* Designed custom framing orders, interacted with clients to ensure satisfaction and to create memorable framing solutions
- \* Completed framing orders in a timely manner and with a high degree of craftsmanship

### **Detektive Thumb and the Infinity House, SCAD**

August 2019 - August 2020

- \* Senior Capstone film
- \*Production Manager, Animator
- \*Collaborated with a team of multi-disciplinary artists to create the best possible quality film over the academic year
- \*Ensured smooth production through communication and organized scheduling
- \*Created visually stunning animation of shots while taking direction and applying feedback

### **Super Hero Market, SCAD**

March 2019 - June 2019

- \* Stop Motion II film
- \* Animator, Set Fabricator
- \*Collaborated with a team of artists to create a short stop motion film in a 10 week period
- \*Animated shots to the director's liking, applying feedback in a timely manner
- \* Fabricated sets and props with a high level of craftsmanship

# **Independant Projects**

### **Craft Fair Vendor**

November 2022 - present

- \* Building and maintaining stock of handmade fiber arts
- \* Searching and applying for various shows to promote my work and build networks with event organizers and fellow artists
- \* Tracking sales and expenses for each item