

Megan C Kennedy
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Education

Carnegie Mellon University – Entertainment Technology Center
Masters of Entertainment Technology Dec 2014

The Art Institute of Pittsburgh
Bachelor of Science in Game Art and Design June 2006

- Dean's List
- National Technical Honor Society Inductee

Design Skills

Understanding of Composition, Character Design, Fast Iteration, Story Development, Knowledge of Anatomy

Technical Skills

Adobe Photoshop, Autodesk 3Ds Max, Unity (Beginner)

Work Experience

Carnegie Mellon – National High School Game Academy – Art TA June-Aug 2013/14

- Answered students' art questions and provided feedback while they worked on a team based rapid prototype of a video game

Carnegie Mellon ETC – Contract 3D Artist Mar-Apr 2012

- Worked on the Oceanus 4 Project rigging and animating animals to be interacted with in the Expo 2012 in Korea

Cooking Together, Cooking Forever – Logo Designer/Artist Aug-Dec 2011

- Designed and created the main logo to be used for web and print, as well as embroidered on the aprons to be worn on the show
- Created 2D characters that were broken up so they could be animated in Adobe Flash. There were at least 2 characters created for each of the 8 web based episodes.

Academic Projects

Shattered (Year Long Animation) - Carnegie Mellon ETC – Artist Aug-Dec 2014

- Worked with the director to create the storyboard and animatic for the short animation
- Created Character Sheets for the main character and his son

EA Interconnected Project - Carnegie Mellon ETC – 2D Artist Aug-Dec 2013

- Produced concept to capture what the feel of the game would be
- Created final art and animation, including the characters, background and props to be used in game
- The game - **Inkland** - was published to the iPad App Store Mar 2014

Building Virtual Worlds - Carnegie Mellon ETC – Artist Jan-May 2013

- Produced concept and illustrations for six rapid prototype games; each prototype had to be completed and finally presented in 1-2 weeks
- Unwrapped and Textured 3D models to be used in games
- Designed the poster and T-shirt that were used to promote the Spring 2013 BVW Festival

Interests and Activities

Gaming (Console), Sketching, Photography, History, Traveling, Global Game Jam 2011/12/14