

## MEGHNA ANIL

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### EDUCATION

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**Carnegie Mellon University**, Pittsburgh, PA  
Candidate for Masters in Entertainment Technology, May 2025  
Graduate Student Assembly Student Life Social Media Assistant

**Ringling College of Art and Design**, Sarasota, FL  
Bachelor of Fine Arts, May 2023  
Major: Game Art, Minor: Creative Writing and Business of Art and Design

### AWARDS

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**Best of Ringling Gold Jurors Award for Business of Art and Design** April 2023  
●Awarded by Ringling College for exemplary work on a marketing research team project for VEL, a work cafe company.

**Ringling College of Art and Design Horizon Scholarship Award Winner** August 2018-May 2023  
●For exemplary portfolio and school performance

### PROJECTS

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**Building Virtual Worlds Projects**, 3D Environment Artist, Producer August 2023-Present  
●Collaborated with interdisciplinary teams to create games in under two weeks; Produced schedules, asset lists, and 3D assets.

**No Vacancy - Animated Short Film**, 3D Prop and Environment Artist, May 2023-September 2023  
●Developed props and environment based on concept art from art director

**Project Ether - Sci-Fi Stealth Game**, 3D Environment Artist, Producer May 2023-September 2023  
●Developed style deck and production pipeline for environment art team. Created block out pieces, asset list for level design team.

**Kasi - Fantasy Puzzle Game**, Sole Developer August 2022-April 2023  
●Created a fantasy puzzle game independently; Developed all aspects of the game such as 3D assets, concept art, programming, game design, and UI/UX.

### GAME PRODUCTION EXPERIENCE

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**Assistant Producer**, Freelance & Carnegie Mellon University, Pittsburgh, PA May 2023 - Present  
●Consultant for a University of California Irvine capstone video game, assisting in pre-production and recruitment  
●Led an environment art team of 5 in establishing a production pipeline and deliverables, using prioritization skills to put together a realistic timeline.  
●Provided production guidance during projects with teams, building spreadsheets for asset tracking and priority checklists  
●Took notes during the group playtests, recording feedback and organizing a list based on it

**3D Game Developer**, Ringling College of Art and Design, Sarasota, FL August 2019 - May 2023  
●Built a temple environment in Unreal Engine 4, utilizing decals, modeling assets, and staging the environment.  
●Programmed and implemented original game mechanics, UI/UX, system design, and cinematics.  
●Participated in playtests to collaborate with classmates; giving and receiving problem-solving feedback and coming up with creative solutions to fix complex design issues.

### MARKETING EXPERIENCE

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**Marketing Lead Officer**, Student Game Developers' Alliance (SGDA), Remote October 2021 - Present  
●Utilized administrative skills to provide communication and support to the 1000 students in the SGDA organization.  
●Led and organized the SGDA Summit online conference, multi-tasked creating the scheduling and providing the Summit brand expression. Used presentation skills to moderate panels and host parts of the conference.  
●Held meetings with the SGDA team, using SCRUM to go over tasks and to prioritize specific tasks to do over the week  
●Designed flyers and promoted a collaborative speaker event with SGDA and Santa Monica Studios.  
●Taught a workshop about 3D art, leading 20 students through the process of creating 3D art and answering questions

### SKILLS/TECHNIQUES

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●**Computer** - Competency with Procreate, Maya, Unreal Engine 4, Adobe Photoshop, Adobe InDesign, Adobe Premiere Pro, Adobe Illustrator, Google Suite, Word, Zbrush, Figma, Substance Painter, Substance Designer, Substance Alchemist, Twine, Renpy Engines, Perforce and Adobe Audition.  
●**Manufacturing** - Competency with FDM and SLA resin 3D print, laser cutter, CNC mill, and woodshop tools.  
●**Language** - English, Conversational Japanese  
●**Personal** - Improvisational Acting, Piano