

# Megan Haley

Los Angeles, CA 90029

323.633.2660

[MeganHaley3D@gmail.com](mailto:MeganHaley3D@gmail.com)

[www.MeganHaley3D.weebly.com](http://www.MeganHaley3D.weebly.com)

**Summary:** I'm a 3D artist passionate about developing exciting gaming environments and memorable player experiences.

## Software Knowledge:

Autodesk 3Ds Max  
Pixologic zBrush  
Playstation HDK  
Tortoise SVN

Autodesk Maya  
Crazybump  
ATG Particle System

Adobe Photoshop  
nDo2  
UDK/KISMET

Adobe Flash  
xNormal  
Unity

## Education:

The Art Institute of California- Los Angeles  
Bachelor of Science in Game Art & Design

March 2012

## Related Experience:

Level Technical Designer at X4 Games

September 2012-Present

- Level clean-up and asset placement using Unity for iOS
- Troubleshooting technical bugs
- Game testing and bug reporting

Assistant Designer at Play, Love, Learn

August 2012-September 2012

- Assisted in prototyping an unreleased game using KISMET and UDK mobile

Assistant Artist at Codename Games

September 2011-December 2011

- Concept, model, texture and export assets to be used with Playstation HDK
- Develop appropriate particle effects for gameplay using ATG Particle System
- Game testing and bug reporting

The Art Institute of California – Los Angeles, Game Wizards

Character Lead on G.I. Joey

January 2011-September 2011

- Concept, model and texture characters and assets
- Troubleshooting KISMET commands

Asset Modeler on Lacuna

July 2010-September 2011

- Create alpha maps for assets
- Low poly model creation

**References:** Available upon request.