

Meghan Tankersley

Portfolio:

www.meghantankersley.art

Email:

mtankersleygames@gmail.com

Holly Springs NC, 27540

Profile

Game artist specializing in environments and creatures looking for opportunities to create games by working along side other developers.

Education

North Carolina State University
B.A in Art + Design (3.9 GPA)
Dec 2021

Relevant Positions

PRESIDENT | VIDEO GAME DEVELOPMENT CLUB

May 2021 - December 2021

COMMUNICATIONS OFFICER

May 2018 - May 2021

- Oversaw the operation of our annual Spook Game Jam making sure teams were formed and making progress throughout the jam duration.
- Offered insights to bridge the gap of running a club in person after a year of online club due to 2020/2021 quarantine by setting up materials for in-person events, allocating space for game jams and meetings, setting up the workshop calendar, and creating documentation of typical yearly activities for use once I graduated.
- Aided other officers in developing their initiatives for the club via feedback and guidance.

CREATIVE DIRECTOR - CONCEPT ARTIST - 3D MODELER | 'TRANSFUSION' 2022 - PRESENT
GROUP PROJECT - REMOTE

- Draw concept art for environments, props, weapons and VFX.
- Attend weekly meetings to report progress, obtain feedback, and continue work.
- Organize artists and voice actors to obtain work and distribute feedback.
- Design level blocks-outs and dress with finished assets.

VIRTUAL REALITY STUDIO ATTENDANT | NC STATE LIBRARIES
RALEIGH, NC

AUG 2018 - MAY 2022

- Significantly improved patron navigation by providing collections of most popular game genres.

Traits

Great organizational skills. Positive attitude. Team Player. Hard worker. Attentive to detail. Outgoing. Self-motivated. Personable. Quick learner.

Computer Skills

Experience in:
Asset Creation: Unreal, Unity, Maya, Blender, Substance Painter, Adobe Suite
Organization: Google Suite, Jira, Microsoft Office Suite, Trello and Zoom.

Achievements

2022 ECGC PHOTOGRAMMETRY CONTEST WINNER (LINK)	April 2022
2022 WIGI MENTORSHIP PROGRAM (2 WEEKS)	February 2022
Mentorship program provided by Women in Gaming International; Mentored by Alan Joyce - Senior Product Manager at Google Stadia	
2021 GOOGLE SCHOLAR: WOMAN IN GAMING	AUGUST 2021
2021 NC STATE STUDENT APPRECIATION AWARD	APRIL 2021
2020 GIRLS MAKE GAMES FELLOWSHIP	MAY 2020

Past Projects/Game Jams

Total Games Created: 17

Larger Projects:

Transfusion (2022-Present) - VR Arena Fighter - Concept Artist/3D Modeler
Carolina Cryptid (2021) - 3D Exploration - AI/Blueprint Programmer/Art Lead/
Game Designer/3D Modeler

Sprite's Maze (2021) - Pixel Rogue Maze - General Artist/Solo Developer

Lifeworld (2019-2020) - VR Horror Puzzle Game - Concept Artist

Endless Runner (2018-2019) - VR Endless Runner - Concept Artist/Art Lead

Game Jams:

In a Mirror Darkly (2022) - Horror Puzzle - Game Designer/Writer ([game link](#))

Astro-Navigator Nebula! (2022) - 3D Platformer - Rigger/VFX Artist ([game link](#))

PizzaTime (2022) - 3D Arcade Game - 2D Artist/Level Designer ([game link](#))

Powerball (2021) - 3D Puzzle game - Level Designer/3D Modeler ([game link](#))

Santa Dating Sim (2021) - Visual Novel - Character Artist ([game link](#))

Lovecraft's Pet Shop (2019) - Management Game - Creature Artist

Spring Fever (2019) - Pixel Bullet Hell - Background Artist ([game link](#))

Global Game Jam: ([GGJ Profile](#))

TV Gremlin (2022) - 2.5D Platformer - Level Designer/Art Director

Lost and Found (2021) - Point & Click - Background Artist

Frame of Mind (2020) - 3D Puzzle - Environment Artist; UI Artist

Finding Home (2019) - Pixel Visual Novel - General Artist

Mixed Signals (2018) - Visual Novel - Background Artist