

# Meghan Tankersley

[www.meghantankersley.art](http://www.meghantankersley.art)

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

Holly Springs NC, 27540

## Profile

Game artist specializing in environments and creatures looking for opportunities to develop games and aid or lead other developers.

## Education

North Carolina State University  
B.A in Art + Design  
2021

## Relevant Experience

**President** | Video Game Development Club

**May 2021 - December 2021**

**Communications Officer**

**May 2018 - May 2021**

- Plan upcoming club events and direction for the following school year.
- Send out weekly emails and discord notifications to club members.
- Work with other club officers to respond to outside email offers.
- Aid in promotion of club run events.
- Greet public who come to play and examine club work at ECGC.

**CREATIVE DIRECTOR - CONCEPT ARTIST - VFX ARTIST** | 'TRANSFUSION'

**PRESENT**

- Organize artists and voice actors to aid producer in talent acquisition
- Help write character descriptions and example voice lines
- Organizing art, voice over work and feedback
- Create environment and weapon concept art for 3D modelers
- Create VFX for sword power-ups in Unreal

**VIRTUAL REALITY STUDIO ATTENDANT** | NC STATE LIBRARIES

**MAY 2018 - PRESENT**

- Significantly improved patron navigation by providing collections of most popular game genres.
- Host workshops, promotional events, and Twitch streams for guests to paint in VR, watch videos or play games in-person or online.

## Traits

Great organizational skills. Positive attitude. Hard worker. Attentive to detail. Outgoing.

## Computer Skills

Knowledge of Unity, Unreal, Maya, Blender, Substance Painter, Adobe Illustrator, Photoshop, Premiere, and After Effects. Zoom.

## Activities & Achievements

**2021 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: 13**

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

*Mixed Signals* (2018) - Visual Novel - **Background Artist**

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

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

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

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

**VGDC Game Jams:**

*Spring Fever* (2019) - Pixel Bullet Hell - **Background Artist**

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

*Santa Dating Sim* (2021) - Visual Novel - **Character Artist**

*Powerball* (2021) - 3D Puzzle game - **Level Designer/3D Modeler**

**Larger Projects:**

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

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

*Sprite's Maze* (2021) - Pixel Rogue Maze - **General Artist**

*Carolina Cryptid* (2021) - 3D Exploration - **AI/Blueprint Programmer/Art Lead/  
Game Designer/3D Modeler**