

Sarah Meagher

RESUME

sarah@littlebadwolf.ca

Vancouver, BC, CANADA

WORK

Little Bad Wolf - graphic design and illustration

2009-Present

Principal Designer and Artist - Art Direction and graphics for mobile apps; Branding; Character design; Previsualization mock-ups; 3D modeling, texturing and animation.

Clients include: SAGE Boardgames, Finger Food Studios, CanCode, Work at Play, Your Go Games, Eden Industries, Leap Marketing, Outer Island Guest Farm, The Blue Imperials, olloclip. More under non-disclosure agreement. Projects with SAGE Boardgames include award-winning mobile apps for:

Puerto Rico, Tikal, Tigris and Euphrates, Le Havre and A Brief History of the World.

Other brands I've had the privilege to do work for include: *Pepsi, Mazda, and Slurpee*

Radical Entertainment - video game development

2007-2008

Art Director of Studio Marketing – Created and directed promotional artwork in Maya and Photoshop. Reviewed external marketing materials to ensure consistency with product vision. Directed the capture, editing and curating of screenshots. Assisted in video capture of gameplay.

Prototype (Xbox 360, PS3), Crash Mind Over Mutant (Xbox 360, Wii)

2006-2007

Art Production Manager – Did project planning with team of leads and maintained schedules for 10-30 artists (concepts, characters, environments, props, user interface, effects and animation). Helped spearhead Agile Project Management (daily scrum) within the company. Created promotional artwork and worked closely with Art Director to review external promotional materials for consistency with product vision. Managed capture and curation of screenshots. Initiated regular group art reviews with Art Director and actively participated in game product reviews. Interfaced with Game Designers, Animators, Programmers, other game development teams, Marketing and upper management. Did Artists' performance reviews (split this job with Art Director). Managed art outsourced overseas. Helped other lead artists create process documentation.

Crash of the Titans (Xbox 360, Wii, PS2)

2002-2006

Lead Environment Artist - Modeled textured and animated stylized 3D environments and props. Reviewed and expanded upon Art Direction guidelines for existing IPs to ensure consistency and quality among 4-20 Environment and Prop Artists. Encouraged and contributed to collaborative game-review and process feedback. Created process documentation. Managed schedules for environment and prop artists. Interfaced with management and other disciplines.

Crash Tag Team Racing (Gamecube, PS2, Xbox, PSP), The Simpsons Hit & Run (Gamecube, PS2, Xbox, PC)

2004

Artist - Modeled and textured preproduction environments and props in a photoreal style. Helped establish the style and mood for early game demos and art samples.

Scarface, The World is Yours (Xbox 360, PS2), preproduction, Various game demos & pitches (360, PS2), preproduction

H2O Entertainment - video game development

1997-2001

Lead Artist - Concept Art, Front End Menus, 3D Character Modeling & Texturing, Environment Art, Animation. Helped manage schedule for art team.

Aidyn Chronicles (Nintendo64), The New Tetris (Nintendo64), The Flintstones (Gameboy Advance), Bingo (Sony, online), Various game demos & pitches

Danziger Designer Glass Studio

1997

Designer - Stained glass & glass home-décor, including concept development with clients.

Previous Freelance Artwork

1990-2001

Artist / Designer - Branding, window & mural painting, signage, chalkboards, storyboards, animation, drawing and painting

TECHNICAL SKILLS

Traditional drawing and painting in various styles and mediums. Photoshop; Maya for 3D modelling and animation; Illustrator; Excel. WireframeSketcher, for presenting app flow. Basic familiarity with Unity engine & web design tools (I've usually worked with programmers). Introductory understanding of Premier and other motion graphics tools.

SOFT SKILLS

Detail-oriented, creative, collaborative, calm in a storm, leading by example. Always pushing for quality. Proactively identifying & solving problems within a team or project. Helping a creative team communicate with other disciplines (programming, marketing, publishing, etc.). General project management.

EDUCATION

Alberta College of Art & Design

1993-1997

Bachelor of Fine Arts Degree, Visual Communications (Illustration & Graphic Design)

University of Calgary

1992-1993, 1996

Fine Arts major, English, Social Sciences, French

Quickdraw Animation Society

1998

Classical 2D Animation course

Additional and ongoing training

Personal leadership; Public speaking; Conflict resolution; Interviewing skills; Self-Awareness; Mentoring with senior Art Director; 3D modeling software; History of animation; Life drawing/painting; and more.

References available on request, or find me at: <http://ca.linkedin.com/in/sarahmeagher>