

# Megan Brannon

## Production Artist/Illustrator

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## Objective

I'm a designer and production artist seeking a position where I can use my skills to communicate information and stories to others.

## Technical Skills and Abilities

- Experienced with Adobe Illustrator, Photoshop, Corel Painter, and Paint Tool SAI
- Well versed in Flash, Manga Studio EX, DAZ 3D, 3DXMAX, HTML, InDesign
- Team working, time management and communication skills, as well as experience working with the public in a professional and friendly manner

## Education

• **Academy of Art University** – San Francisco  
Bachelor of Science degree, Illustration  
Graduation May 2013, 3.3 GPA

• **San Joaquin Delta College**, Stockton, CA  
General Education, August 2007 - May 2009

## Experience

**Roblox Corporation**, San Mateo, California (12/12 - )  
Contracted Artist  
Worked as contracted artist editing 3D assets, editing and creating textures.

**Roblox Corporation**, San Mateo, California (12/12 - )  
Contracted Artist  
Created on-site advertisements, takeovers, and mockups for companies such as Disney, Dreamworks, and Mattel.

**Roblox Corporation**, San Mateo, California (11/13 - 05/14)  
*iOS Game: Age of Glory*  
Game Artist  
Designed and created the GUI and all related 2D assets for game.

**Roblox Corporation**, San Mateo, California (08/13 - 10/13)  
*Roblox Event Game: Bloxtober's Witching Hour*  
Game Artist  
Designed and created the GUI and all related 2D assets for game.