

MEGAN KORBUS

3D ANIMATOR

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Education:

Game Animation Fundamentals Workshop
Animation Mentor

September 2023-November 2023

Bachelor of Fine Arts, Animation
Savannah College of Art and Design (SCAD), Savannah GA

September 2018-June 2022

Software:

Autodesk Maya
Motionbuilder
Unreal Engine (Working Knowledge)
Vicon Shogun
Adobe Suite
Microsoft Office

Skills:

3D Character Animation
Cinematic and Gameplay Animation
Mocap Data Cleanup
Mocap Setup and Operation
Layout
State Machines (Working Knowledge)
Project Management
Collaboration

Film Works/Collaborative Projects:

For Such a Time: Dennis Davis

- 3D Animator
- Animated 3D characters including facial, body, and lipsync animation from blocking to polish.
- Participated in critiques, strong team collaboration and communication.

November 2022-February 2023

Quacktown Smackdown

- Lead Gameplay Animator
- Animated keyframed cycles and short animations to be displayed in-game.
- Maintained animation style and prioritized tasks to meet deadlines.
- Communicated and collaborated with project leads, organized assets.

September-December 2022

Be There: Rachael Britton

- 3D Animator
- Animated 3D characters including facial and body animation from blocking to polish, or polished other shots in progress
- Participated in critiques, strong team collaboration and communication.

April-October 2022

Beeloved: Heather Hoffman

- 3D Animation Lead, Environment Modeler
- Animated all 3D characters, made 3D layout for all shots. Modeled courthouse exterior, background buildings and props, styled courthouse interior.
- Created and maintained animation style, lead critiques, strong team collaboration and communication.

June 2021-June 2022

