

MEAGAN COUTURE



EXPERIENCE

Co-Founder & 2D Games Artist | [Gaming Gourd](#)

June 2023 - Current

- Create concept art and mood boards for visual feel of current projects.
- Develop pipelines to optimize iteration between art and design teams.
- Advise on scope and resource requirements of proposed art ideas.
- Design and manage company branding, website, and outreach.

Designer and Game Instructor | [Playful City Lab](#)

August 2020 - Current

- Design graphic designs both for in-house and participant use.
- Develop tests and template games for in-house tool Hive Mechanic.
- Perform QA tests, bug reporting, and user-base outreach to inform feature requests and improvement proposals
- Host office hours and design workshops, documentation materials, and curriculum to teach users Hive Mechanic as part of an IMLS grant.
- Perform intake and analysis of 10+ interviews to assess project success.

Art Director and Associate Producer | [IndieCade](#)

October 2023 - November 2023

- Managed communications and asset collection for 40+ participants.
- Produced full multimedia suites with over 100+ assets for IC23 Awards.
- Programmed custom essential graphics to optimize production pipeline.
- Edited all multimedia into final cuts for use throughout Awards Show.

Graphics and Community Specialist | [IndieCade](#)

August 2021 - June 2022

- Designed graphic suites for events, including motion graphics, promo materials, and multimedia art for Horizons and Main Festival events.
- Created and maintained IndieCade Horizons Discord community server.
- Analyzed pilot engagement, resulting in added segments in later years.

EDUCATION

Master of Fine Arts | [Games and Interactive Media](#)

American University | July 2020 - May 2023

- Produced and Co-Directed 5 member team for 1.5 year capstone
- Directed cutting edge volumetric capture VR Immersive Film
- Prototyped 15+ game projects across digital and physical mediums

Bachelor of Arts | [Music](#)

Stony Brook University | August 2016 - May 2020

- Minors in Computer Science and Digital Art
- Multiple leadership positions and awards in SOSB Marching Band

CONTACT

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STRENGTHS

Adaptive Leadership

Co-led several diverse, small teams of game designers and filmmakers through 10+ game and film projects, spanning from classic 2D platformers to innovative VR immersive films.

Cross-Functional Communication

Experienced widely diverse roles across departments in games & film to hone skills in communication, collaboration, and teamwork.

Innovative Iterative Design

Developed iterative pipelines for working through production problems by combining comprehensive goal setting, live editing, rapid prototyping, and AI tools.

SKILLS

Adaptability	Adobe Creative Cloud
Agile Development	<i>After Effects, Illustrator, InDesign, Photoshop, Premiere Pro, Audition</i>
Asset Management	Atlassian
Collaboration	<i>Confluence, Jira, Trello</i>
Communication	Blender
Creative Thinking	Clip Studio Paint EX
Documentation	GitHub
Graphic Design	Google Suite
Growth Mindset	Microsoft 365
Leadership	<i>Word, PowerPoint, Excel</i>
Motion Graphics	Miro
Organization	Notion - <i>Mermaid JS</i>
Problem Solving	Unity Engine
Teamwork	<i>C#, USS, HTML, Javascript</i>
UI/UX Design	

AWARDS

Game Design Competition Finalist
Stony Brook University | 2019

Theodor Presser Scholarship
Stony Brook University | 2018

LANGUAGES

English
Native

French
Proficient

Japanese
Beginner