Meagan Couture

Designer and Producer: Games, Branding, and Events

Game designer and producer bridging creative vision and production execution, with a focus on clear pipelines, strong documentation, and accessible, interactive experiences.

Professional Experience

Grimigeon Games, Maryland (Remote – Contract)

Computer games startup with 14+ employees working on an unannounced project.

Producer   Apr 2025 - Present

- Collaborate across 14+ member studio to facilitate meetings, refine project scope, and structure design documentation during concept phase; recognized by leadership for organizational initiative and proactive creative problem solving.
- Implement and optimize production infrastructure, developing holistic cross-functional documentation pipelines, onboarding flows, & operational systems.
- Codify studio's visual identity by vectorizing company logo, defining the brand design book, and establishing clear standards for internal and external materials.

Playful City Lab, Washington D.C. (Remote – Contract)

IMLS-funded, university-based research lab focused on democratizing game design.

Designer and Game Instructor   Aug 2020 - Present

- Acted as design consultant and instructor for 50+ libraries nation-wide, helping empower cohorts to create 15+ unique, public facing, community-focused games.
- Streamlined user-friendliness of in-house design tool, Hive Mechanic, by designing template games, demos, and feature tests, conducting detailed QA, and performing user-base outreach, ultimately improving tool clarity and functionality.
- Crafted numerous in-house and participant visuals through diverse graphic assets and promos, improving project engagement and cohesive feel of Hive projects.
- Co-authored game design and tool usage curriculum, guides, and documentation through online materials & workshops used by local organizations nation-wide.

IndieCade, Los Angeles, CA (Remote – Contract)

International juried festival showcasing and supporting independent games.

Awards Producer and Art Director   Oct 2023 - Present

- Assured 100% fulfillment, creation, and curation of 500+ total assets across 60+ stakeholders by spearheading end-to-end production packets and video pipelines.
- Modernized IndieCade's visual identity for global digital distribution, culminating in multiple hour-long videos garnering 3 million+ views across platforms.
- Optimized art production pipelines by programming custom essential graphics in After Effects, vastly reducing creation timelines and making stretch goals possible.

Graphics and Community Specialist   Aug 2021 – Jun 2022

- Defined visual looks for numerous pilots, events, and festivals hosted through IC.
- Launched community servers and initiatives to improve audience engagement and impact segments featured in future festivals.

Contact

- Washington D.C Area, USA (Remote) Open to Relocation
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Skills

Hard Skills:

- Gameplay & systems design
- Technical documentation
- Quality assurance
- Playtesting analysis
- UI/UX art & design
- Digital illustration & game art
- Graphic design & motion graphics

Techniques:

- Game prototyping
- Mechanics design
- Diagramming & systems mapping
- Agile methodologies
- Pipeline & production architecture
- Asset management
- Version control (Git, GitHub)
- Workflow automation

Tools & Software:

- Game Engines (Unity, Unreal)
- Adobe Creative Suite (Illustrator, Photoshop, After Effects, Premier Pro, InDesign)
- Blender (3D modeling & sculpting)
- Programming (C#, JavaScript, USS)
- Project & knowledge management (Atlassian, ClickUp, Notion)
- Diagramming & Visualization tools (PureRef, Miro, Figma, Mermaid JS)

Languages:

- English (Native)
- French (Intermediate)

Projects

Gaming Gourd, Portland, OR (Remote)

Independent video game LLC with 4 members developing 2.5D projects in Unreal Engine.

2D Game Artist and Studio Co-Founder | *Improve Fight Night*   Oct 2023 – Dec 2024

- Guided project visual identity during the concept phase through concept art, mood boards, and adaptive art pipelines.
- Advised on project scope, resource requirements, and dependencies for ideas proposed across the team.

American University Game Center, Washington D.C. (Hybrid - Academic)

Interdisciplinary university game center exploring games and interactive media through design, research, and games for impact.

Producer/Co-Director, Artist, and UI Specialist | *Scorched Earth*   Feb 2022 – May 2023

- Co-led a 1.5-year climate resilience game project from concept to prototype, launching Gaming Gourd Studio LLC and authoring a comprehensive thesis on sustainable development practices amongst emerging burnout and AI concerns.
- Established production pipelines, documentation, and custom tooling, including version control protocols and Unity editor/UI systems, eliminating version conflicts and accelerating team-wide design iteration and systems testing.

Director, 3D Artist, and Voice Actor | *Space Ocean Library*   Apr 2022 – May 2022

- Directed experimental VR experience built with cutting-edge volumetric and photogrammetry technology, culminating in a true-to-scale demo showcased at the 2022 University Film and Video Association Conference.

2D Artist, Character Designer and Animator | *Heartache*   Apr 2022 – May 2022

- Streamlined 2D art pipeline by crafting vector-based patterns in Adobe Illustrator, allowing for the rapid creation of level art for 7 fully detailed stages in just under 4 days.

Professional Service and Industry Recognition

Take This, Inc., Kirkland, WA (Remote – Training Program)

Non-profit mental health org. providing comprehensive resources & support tailored to the games industry & community.

Accelerate Fellow | *Accelerate Program, Season 2*   Oct 2025 – Present

- Selected as 1 of only 10 Accelerate program fellows, trained for leadership at the intersection of games and mental health.

Various Games Festivals (Remote – Volunteer)

Community Jury | *IndieCade*   May 2023 – Present

Awards & Student Challenge Jury | *Games for Change*   Mar 2025 – May 2025

Education

American University, Washington D.C.

Master of Fine Arts | **Games and Interactive Media |**4.0 GPA   Jul 2020 – May 2023

SUNY Stony Brook University, Stony Brook, NY

Bachelor of Arts | **Music** *with minors in Computer Science and Digital Art* **|**3.48 GPA   Aug 2016 – May 2020

Awards

SOSB Alumni Award Scholarship	15th Annual Game Design Competition Finalist	Theodor Presser Scholarship
Stony Brook Marching Band, 2020	Stony Brook University, 2019	Stony Brook University, 2018