

Meagan Couture

Game Producer and Creative Generalist

Washington D.C. Area (Remote) | Open to Relocation

meagancouture@comcast.net | +1 (603) 552-7206 | [linkedin.com/in/MeaganCouture](https://www.linkedin.com/in/MeaganCouture) | www.meagancouture.com

Versatile game producer with a design and art background, bridging creative vision and production workflows. Proven ability to drive effective production practices in high-intensity environments with diverse teams of creatives. Selected as one of only 10 fellows for season 2 of Take This, Inc.'s Accelerate Program, fostering leadership at the intersection of games & mental health.

Professional Experience

Associate Producer | Phantastica Game Studios (Remote – Part Time)

Apr 2025 – Present

- Implement and optimize production infrastructure in ClickUp, Slack, and Microsoft 365, developing documentation pipelines, onboarding flows, and operational systems used across all departments.
- Spearhead studio's visual identity by designing the company logo and brand design book, leading art team members through animation production, and establishing clear standards for internal and external materials.
- Collaborate across 12+ member cross-disciplinary team to facilitate meetings, refine project scope, and structure design documentation; recognized by leadership for organizational initiative and proactive creative input and problem solving.

Designer and Game Instructor | Playful City Lab, Washington D.C. (Remote – Part Time)

Aug 2020 – Present

- Streamlined user understanding of the custom game engine Hive Mechanic by designing template games, demos, and feature tests, conducting detailed quality assurance protocols, and performing user-base outreach, resulting in improvements to the accessibility, clarity, and functionality of the tool.
- Co-authored IMLS grant-funded curriculum and comprehensive documentation on game design principles and the usage of Hive Mechanic through online courses, video tutorials, guides, and workshops, helping democratize game design and empowering 50+ libraries nationwide to create 15+ unique, community-focused games.
- Conducted hosting and detailed analysis of 10+ participant interviews, uncovering critical insights detailing the successes and shortcomings of our overall project, greatly impacting our final publications.
- Crafted unique looks across numerous in-house and participant projects by creating diverse graphic assets, illustrations, and promotional materials, resulting in improved project engagement and an overall cohesive feel to Hive projects.

Various Titles | IndieCade (Remote – Contract)

Aug 2021 – Nov 2024

Awards Producer and Art Director

Oct 2024 – Nov 2024

Art Director and Associate Producer

Oct 2023 – Nov 2023

- Orchestrated the creation and curation of 400+ total assets from across 50+ stakeholders by spearheading end-to-end production packets, resulting in 100% asset fulfillment for every event.
- Revitalized IndieCade's visual identity by designing comprehensive brand assets, including graphic designs, motion graphics, logos, and promotional materials, for modern Awards festivals and events, culminating in the production and editing of multiple hour-long videos that garnered 2 million+ views across platforms.
- Optimized the art production pipeline by programming customized essential graphics in Adobe After Effects, leading to vast reductions in creation time and allowing for the completion of all tasks and stretch goals within reduced time frames.
- Successfully facilitated the inaugural Creators Retreat by designing graphics, optimizing panel locations, implementing impromptu check-in systems, and serving as an IndieCade representative to greet guests and resolve logistical challenges.

Graphics and Community Specialist

Aug 2021 – Jun 2022

- Defined IndieCade's visual looks for IndieCade Horizons festivals, Main festivals, and off-season events.
- Improved audience engagement by launching the IndieCade Horizons community Discord server, hosting channel wide events and exclusive discussions, guiding participants, and analyzing server engagement, resulting in overall event improvements and the addition of new festival segments in following years.

Projects

2D Game Artist and Studio Co-Founder | *Improv Fight Night*

Gaming Gourd, Remote

Oct 2023 – Dec 2024

- Guide the project's visual identity in the 2.5D beat 'em up genre by designing concept art, mood boards, and iterative art pipelines and advising on the scope and resource requirements of proposed art ideas.

Producer/Co-Director, Artist, and UI Specialist | *Scorched Earth*

American University, Washington D.C.

Feb 2022 – May 2023

- Co-directed a 1.5-year game project using agile methodologies, culminating in a 328-page Master's thesis on sustainable game production practices and ethical AI usage in creative processes and resulting in launching the Gaming Gourd Studio.
- Orchestrated multifaceted project management strategies by crafting detailed production workbooks, weekly agendas, game design documents, pipeline protocols, and asset catalogues, fostering a collaborative team environment and an experimental, iterative design approach.
- Streamlined game systems and UI development by engineering robust UI systems and custom editor tools in Unity's UI Toolkit, vastly improving iteration speed.
- Proactively mitigated game version conflicts by pioneering a branch version control system in GitHub, resulting in a 100% reduction in errors compared to previous projects and vastly improving programming iteration capabilities.
- Architected ethical AI-assisted concept pipeline to enable rapid style/mood exploration while preserving original art integrity for resource-constrained teams.

Director, 3D Artist, and Voice Actor | *Space Ocean Library*

American University, Washington D.C.

Apr – May 2022

- Directed the development of an experimental VR experience created using cutting-edge volumetric capture and photogrammetry techniques, culminating in the completed project being showcased at the 2022 UFVA conference.
- Dynamically refactored the game's control mechanics by analyzing player difficulties and feedback and reprogramming the game's movement mechanics, resulting in the game changing format to a true-to-scale VR experience.

2D Artist, Character Designer and Animator | *Heartache*

American University, Washington D.C.

Apr - May 2022

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

Professional Service

Community Jury | IndieCade

Mar 2023 – Present

Awards & Student Challenge Jury | Games for Change

Mar – May 2025

Education

Master of Fine Arts | **Games and Interactive Media**

American University, 4.0 GPA

Jul 2020 – May 2023

Bachelor of Arts | **Music** with minors in Computer Science and Digital Art

Stony Brook University, 3.48 GPA

Aug 2016 – May 2020

Skills

Production:

- Agile Methodologies
- Asset Management
- Atlassian (Confluence, Jira)
- Curriculum Design
- Diagramming (Miro, Mermaid JS)
- Microsoft 365 Suite
- Pipeline Architecture
- Technical Documentation
- Version Control

Design:

- Game Engines (Unity, Unreal)
- Game Prototyping and Design
- Mechanics Design
- Playtesting Analysis
- Programming (C#, USS, JavaScript)
- UI/UX Art and Design
- Quality Assurance

Art & Tools:

- Adobe (After Effects, Photoshop, Illustrator, Premiere Pro)
- Blender 3D Modelling & Sculpting
- Digital Illustration
- Game Art (Level, Character)
- Graphic Design & Motion Graphics

Soft Skills:

- Collaboration
- Creative Problem Solving
- Cross-functional communication
- Organizational Skills
- Rapid Adaptation
- Technical Expertise

Languages:

- English (Native)
- French (Intermediate)

Awards

SOSB Alumni Award Scholarship

Stony Brook Marching Band, 2020

15th Annual Stony Brook Game

Design Competition Finalist

Stony Brook University, 2019

Theodor Presser Scholarship

Stony Brook University, 2018