Meagan Couture

Creative Systems Integrator – Games Design | Production | Art

Washington D.C. Area (Remote) | Open to Relocation
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Versatile designer specializing in creating playful, accessible games integrating narrative, puzzle mechanics, and real-world engagement. Passionate about empowering communities to experience storytelling and local history through play.

Professional Experience

Associate Producer | Grimigeon Games (Remote – Part Time)   Apr 2025 – Present

- Implement and optimize production infrastructure in ClickUp, Slack, and Microsoft 365, developing cross-functional documentation pipelines, onboarding flows, and operational systems used across all departments.
- Collaborate across 14+ 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

- Co-author of IMLS grant-funded curriculum, documentation on game design principles, and the usage of the custom game engine Hive Mechanic through online materials & workshops, used nationally by libraries, museums, & local organizations.
- Acted as design consultant and instructor for 50+ libraries nation-wide, helping democratize game design and empower our cohorts to create 15+ unique, public-facing, community-focused games.
- Streamlined user-friendliness of Hive by designing template games, demos, and feature tests, conducting detailed quality assurance, and performing user-base outreach, improving the accessibility, clarity, and functionality of the tool.
- 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 and guiding future iterations of our tool.
- 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 – Jan 2026

Awards Producer and Art Director   Oct 2024 – Nov 2024, Jan 2026

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 – Part Time)   Oct 2023 – Dec 2024

- Guided the project's visual identity in the 2.5D beat 'em up genre by designing concept art, mood boards, and adaptive 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. (Hybrid – Academic)   Feb 2022 – May 2023

- Co-led 1.5-year climate resilience game project, launching Gaming Gourd Studio LLC and authoring a comprehensive thesis on sustainable development practices.
- Engineered advanced UI systems and custom editor tools in Unity's UI Toolkit, accelerating design iteration and streamlining game systems testing.
- Pioneered branch version control protocol in GitHub, eliminating version conflicts and improving overall team iteration practices.
- Orchestrated project management strategies by developing production pipelines, game design documents, and asset catalogues, fostering a collaborative and iterative team environment.

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

American University, Washington D.C. (Hybrid – Academic)   Apr – May 2022

- Directed experimental VR experience built with volumetric capture and photogrammetry, refactoring movement mechanics based on user feedback and culminating in a true-to-scale demo showcased at the 2022 UFVA Conference.

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

American University, Washington D.C. (Hybrid – Academic)   Apr - May 2022

- Streamlined 2D art 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 and Industry Recognition

Accelerate Program, Season 2 | Take This, Inc.   Oct 2025 - Present

- Selected as 1 of only 10 fellows for Take This' 2025 Accelerate Program, fostering leadership at the intersection of games & mental health.

Community Jury | IndieCade   Mar 2023 – Oct 2025

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

Art & Tools:

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

Design:

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

Production:

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

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