

MEAGAN COUTURE



EXPERIENCE

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

August 2020 - Present

- Develop template games and tests for proprietary tool Hive Mechanic.
- Conduct quality assurance tests, detailed bug reporting, and user-base outreach to inform feature requests and improvement proposals.
- Design numerous graphic designs for in-house and participant use.
- Develop comprehensive documentation, curriculum materials, and design workshops to teach Hive Mechanic as part of an IMLS grant.
- Perform intake and analysis of 10+ interviews to assess project success.

Graphic Designer and Illustrator | [Freelance](#)

July 2018 - Present

- Deliver high-quality original designs tailored to client's branding needs.
- Design logos and branding guidelines for online creatives.
- Design characters, character illustrations, and portraits.
- Create motion graphics for video and livestreaming content.

IndieCade | [2021 - Present](#)

Awards Producer and Art Director, Fall 2024

Art Director and Associate Producer, Fall 2023

- Designed visual look for 2023-24 awards festival seasons, including graphic designs, motion graphics, promotional materials, and logos.
- Created and managed detailed production packets for the Awards shows, assuring creation and fulfillment of 400+ total assets.
- Produced and edited multiple 1+ hour long videos collectively seen by 2 million+ viewers across all platforms.
- Assisted in hosting of pilot year of Creators Retreat Event.
- Managed communications and asset collection for 40+ participants.
- Programmed custom essential graphics to optimize production pipeline and trained interns in their use.

Graphics and Community Specialist, August 2021 - June 2022

- Designed visual look for 2021 pilot IndieCade Horizons festival.
- Created graphic suites for various main and off-season events.
- Built and managed 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 | 4.0 GPA

- 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 | 3.48 GPA

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

CONTACT

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STRENGTHS

Expressive Visual Design

Crafts visually striking designs by integrating multimedia art, programming, and motion graphics, tailored to diverse art styles and project needs.

Organizational Expertise

Efficiently created, managed, and coordinated extensive catalogs of assets and tasks from across multiple concurrent projects, adapting methodologies to each team's specific needs.

Rapid Adaptation

Quickly learns & integrates wide varieties of multifaceted tools, ensuring robust creative output and organizational pipeline design tailored for each specific project.

SKILLS

Adaptability	Adobe Creative Cloud
Asset Management	<i>After Effects, Illustrator, InDesign, Photoshop, Premiere Pro, Audition</i>
Collaboration	Atlassian
Communication	<i>Confluence, Jira, Trello</i>
Creative Thinking	Blender
Detail Oriented	Clip Studio Paint EX
Digital Illustration	GitHub
Graphic Design	Google Suite
Game Design	Microsoft 365
Game Prototyping	<i>Word, PowerPoint, Excel</i>
Growth Mindset	Miro
Problem Solving	Notion
Productivity Tracking	Unity Engine
Production	<i>C#, USS, HTML, Javascript</i>

AWARDS

SOSB Alumni Award Scholarship

Spirit of Stony Brook | 2020

Game Design Competition Finalist

Stony Brook University | 2019

Theodor Presser Scholarship

Stony Brook University | 2018

PROFESSIONAL SERVICE

Community Jury | IndieCade 2023 - 2024

Awards Juror | Games For Change 2024

Awards & Student Challenge Jury | G4C 2024