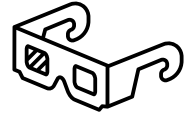


MEREDITH DRING



3D ARTIST

PORTFOLIO

www.meredithdring.com

CONTACT

Email: Dringm12@gmail.com

SKILLS

3Ds Max
Blender
ZBrush
Substance Painter
Substance Designer
Marmoset Toolbag
Adobe Photoshop
Adobe After Effects
Adobe Illustrator
Unity
Unreal Engine 5
Marvelous Designer
Microsoft Suite
Miro
Jira
Perforce

HOBBIES

I enjoy drawing, traveling, terrible puns, kayaking, hiking, board games, playing guitar, and video games in my free time!

RELEVANT WORK EXPERIENCE

Zapper Games, 3D Artist, Raleigh, NC

August 2022 – December 2024

Unannounced Open World Action-Adventure Game Title [Unreal Engine 5]

- Responsible for modeling, texturing, and implementing assets.
- Created Geometry Node pipelines in Blender to speed up workflows.
- Set dressed large portions of the open world using world partition, data layers, nanite, and PCG tools.
- Approached environmental design with UX in mind - ensuring approachable player navigation/wayfinding throughout the world.

Unannounced Cozy Game Title [Unreal Engine 5]

- Modelled and textured various props for gameplay elements.
- Collaborated with the Art Director and fellow artists to establish an art style.

Arrow International, Lead 3D Artist, Greenville, NC

August 2020 – August 2022

- Worked with the Art Director and Game Designer on developing concepts and art styles for electronic pull tab games.
- Guided my team to match visual styles and meet deadlines.
- Concept, model, texture, animate, and render 3D/2D game assets.
- Combine game assets as well as create shaders/particles in Unity to hand off to the game developer.

3 released titles

Klaussner Home Furnishings, 3D Visualization Artist, Asheboro, NC

April 2018 – March 2020

- Part of the eCommerce start-up initiative.
- Collaborated daily with Wayfair to submit models for QA testing while meeting marketing deadlines.
- Responsible for modeling, texturing, animating, and rendering photorealistic 3D furniture models.

East Carolina University, 3D Artist, Greenville NC

Physiology-Simulation Project, September 2016 – May 2017

- Created game assets for an interactive educational game at the Brody School of Medicine to optimize how medical students learn. Modelled human bones and muscles using Zbrush.

AMIA Workshop in the Innovation & Design Lab, June 2016 – July 2016

- Collaborated with students to make prototype models out of styrofoam, cardboard, and other various materials.
- After they finished their prototypes, I made a 3D model of their final products. I was responsible for modeling, texturing, and rendering.

EDUCATION

East Carolina University, Greenville, NC 2013 – 2017

BFA with a concentration in Animation/Interactive Design

- Studied painting and Illustration abroad in Certaldo, Italy, fall semester 2014.

Western Carolina University, Cullowhee, NC, 2012-2013

UNC School of the Arts, Visual Arts Summer Intensive Program Summer 2010