

BROOKE MEREDITH

Character Rigging Artist

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EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

September 2022 - Present

BFA - Animation

- Expected Graduation - June 2026
- Dean's List 2022 - Present

SKILLS

SOFTWARE

Autodesk Maya

Houdini

Adobe Creative Suite

ZBrush

Python/MEL

Nuke

Linux

Arnold

Karma

Shotgrid

TECHNICAL SKILLS

Bipedal Rigging

Facial Rigging

Quadruped Rigging

3D Modeling

Sculpting

Simulations

Lighting

Compositing

PROFFESIONAL SKILLS

Adaptability

Problem Solving

Time Management

Communication

Collaboration

ABOUT ME

Hey, my name is Brooke, but everyone calls me Bo! I'm a character rigging artist who's always looking for new and exciting ways to approach what I do. I'm unafraid to apply my own creativity to the more technical aspects of my job, allowing myself to experiment and think outside the box. I'm also a huge horror fanatic. I'll never miss a chance to talk about my favorite horror media, and I'm always up for discovering more.

EXPERIENCE

LEAD CHARACTER RIGGER / TECH ANIM

September 2025 - May-2026

"Stone Lions Don't Roar" - SCAD Animation Short Film

- Responsible for specialized bipedal and quadruped rig for a USD-based pipeline from Maya to Houdini.
- Collaborated with CFX artists to create an efficient, purpose-built rig for cloth and particle simulation.
- Managed a small team of texture, modeling, and post-production artists through scheduling, critique, and pipeline guidance for both team members and additional help.
- Additional support for environment set dressing and modeling/cleanup for props and characters.

CHARACTER TD / VFX ARTIST

January 2025 - March 2025

"Inkwashed!" - SCAD Animation Short Film

- Responsible for specialized bipedal character rigs for both character performance and crowd simulations.
- Collaborated with 3D animators to create custom and specialized rig controls.
- Created Houdini based destruction simulations and provided technical support.

DIRECTOR / LEAD CHARACTER TD

March 2025 - May 2025

"Grim Demise" - SCAD Animation Short Film

- Assigned tasks and provided technical support to the team.
- Created models, textures, and specialized rigs.
- Lead team through stylized character and environment modeling, texturing, and compositing pipeline.

CHARACTER TECHNICAL DIRECTION TA

January 2025 - March 2025

SCAD - Teacher's Assistant

- Provided rigging assistance for Professor Ahmed Elmatarawi's "Introduction to Rigging" class.

RIGGING UNION TREASURER

September 2025 - May 2026

SCAD Rigging Union