

BROOKE MEREDITH

Character Technical 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

TECHNICAL SKILLS

Bipedal Rigging

Facial Rigging

Quadruped Rigging

3D Modeling

Sculpting

Simulations

Lighting

Compositing

PROFFESIONAL SKILLS

Adaptability

Problem Solving

Time Management

Communication

Collaboration

Multi-Tasking

ABOUT ME

A passionate and endlessly curious rigging artist with a love for bringing people's stories to life. A hard-working artist interested in evolving the visual medium of animation to new creative heights through the collaboration with other hardworking and passionate artists.

EXPERIENCE

LEAD CHARACTER TD

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 purposed rig for cloth and particle simulation.
- Managed a small team of texture, modeling, and post-production artists.

CHARACTER TD / VFX ARTIST

January 2025 - March 2025

"Ink washed!" - 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

- Responsible for pipeline management from pre-production concepts to post-production.
- Assigned tasks and provided technical support to team.
- Created specialized rigs for bipedal and bird characters.
- Lead team through stylized character and environment modeling, texturing, and compositing pipeline.

RIGGING ARTIST

January 2025 - Present

"Return to Paradise" - Video Game

- Created specialized character rigs for 3D animation and motion capture implementation for the Unreal Engine.

CHARACTER TECHNICAL DIRECTION TA

January 2025 - March 2025

SCAD - Teacher's Assistant

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