

BROOKE MEREDITH

Character Rigging Artist

www.bomeredith.com ♦ bomeredith.art@gmail.com ♦ linkedin.com/in/bommeredith

EDUCATION

BFA, Animation | 3D Technical Animation

Sep 2022 - May 2026

Savannah College of Art and Design (SCAD) | Summa Cum Laude | Honors

EXPERIENCE

Lead Character Rigger | Tech Supervisor

Sep 2025 - May 2026

Stone Lions Don't Roar | Independent Short Film

- ◆ Designed and built specialized bipedal and quadruped character rigs for a USD-based Maya-to-Houdini pipeline, ensuring compatibility across departments.
- ◆ Collaborated with CFX artists to create an efficient, purpose-built rig for cloth and particle simulation.
- ◆ Supervised a cross-discipline team of texture, modeling, and post-production artists through scheduling and critique sessions.
- ◆ Contributed additional support for environment set dressing and model/prop cleanup.

Director / Lead Character Technical Director

Mar 2025 - May 2025

Grim Demise | Independent Short Film

- ◆ Directed the full production pipeline for a stylized short film, overseeing character and environment modeling, texturing, rigging, and compositing.
- ◆ Created all character models, textures, and specialized rigs; assigned tasks and provided hands-on technical support to the team.
- ◆ Guided the team through stylized art direction decisions while maintaining a consistent pipeline and delivery schedule.

Lead Character Rigger

Jan 2025 - Mar 2025

Inkwashed! | Independent Short Film

- ◆ Built specialized bipedal character rigs for both performance animation and large-scale crowd simulation systems.
- ◆ Partnered with 3D animators to design and refine custom rig controls tailored to the specific performance needs of each character.
- ◆ Developed Houdini-based destruction simulations and provided ongoing technical support to the production team.

Rigging Union Treasurer

Sep 2025 - May 2026

SCAD Rigging Union

- ◆ Managed financial operations and administrative responsibilities for SCAD's student rigging organization.

Rigging TA

Jan 2025 - Mar 2025

Savannah College of Art and Design

- ◆ Provided direct rigging assistance to students enrolled in SCAD's Introduction to Rigging course, supporting both troubleshooting and conceptual instruction.

SKILLS & SOFTWARE

Programs

- | | | |
|------------------------|--------------------------|----------------|
| ◆ Autodesk Maya | ◆ Nuke | ◆ Linux |
| ◆ Houdini | ◆ Python / MEL Scripting | ◆ USD Pipeline |
| ◆ ZBrush | ◆ Arnold / Karma | ◆ Slack |
| ◆ Adobe Creative Suite | ◆ Shotgun Studio | |

Technical

- | | | |
|---------------------------------|-------------------------------|-------------------------------------|
| ◆ Bipedal Character Rigging | ◆ CFX / Cloth & Particle Rigs | ◆ Destruction Simulations (Houdini) |
| ◆ Facial Rigging & Blend Shapes | ◆ 3D Modeling & Sculpting | ◆ Illustration |
| ◆ Quadruped Rigging | ◆ Lighting & Compositing | ◆ Previs |

AWARDS

- | | |
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| ◆ MAKE 2025 Thesis Grant Winner Stone Lions Don't Roar | ◆ Achievement Scholarship Savannah College of Art and Design |
| ◆ Dean's List 2022 - 2026 Savannah College of Art and Design | ◆ Honors Scholarship Savannah College of Art and Design |