Maggie Lloyd

https://www.magslloyd.com   Maggielloyd224@gmail.com   College Station, TX

SKILLS

- Adobe Photoshop, Illustrator, Substance Painter, Premiere and AfterEffects
- IOS Procreate
- Autodesk Maya
- Unreal Engine
- Python

EXPERIENCE

KAMU-TV, College Station TX - *Production Assistant*

March 2023 - Present

- Edited TV promos in Adobe Premiere, handled equipment and operated behind the camera for live events and produced TV shows.

Texas A&M University School of PVFA, College Station TX - *Figure Drawing Peer Teacher*

August - December 2023

- Provided critique to students drawings in a professional manner, assisted Professor in demos, lessons and handling studio equipment

Schlitterbahn Waterpark, New Braunfels TX - *Admissions Supervisor*

May 2021 - August 2022

- Promoted to Team Lead after 2 Months, and Supervisor after 1 year
- Managed a team of 40+ employees, assisting in their training and creating an encouraging work environment.
- Solved current and old customer service issues in person and over the phone, and developed clientele through friendly conversation and interaction.

EDUCATION

Texas A&M University, College Station TX - *2021 - 2025*

- Bachelor of Science in Visualization in the School of Performance, Visualization and Fine Arts.

Akademie für internationale Bildung, Bonn Germany - *January - May 2024*

- Study abroad experience exploring European animation techniques and video game history.

PROJECTS

"Road Rave" - *Visualization Studio Mobile Game, August - December 2023*

- Served as Lead Surfacing, UI/UX, and Concept Artist, and assisted in modeling and editing.

"Teach a Fish to Man" - *Visualization Studio Short Film, May - December 2023*

- Served as Prop Surfacing Artist, Concept Artist, Storyboarder, and assisted in layout, animation and modeling.

"Petal-Potamus" - *Visualization Studio Short Film, January - April 2023*

- Served as Lead Rigging and Technical Artist, Lead Layout Artist, Pipeline Manager, Lead Animator and assisted with concept art, modeling, surfacing, rendering and lighting.

"Tunnel Vision" - *Visualization Studio Demo Game, August - December 2022*

- Served as Lead UI/UX Artist, and assisted with 3D modeling, surfacing, and concept.

AWARDS

Vizagogo - *2023*

- Awarded best in show in the Video Games Category for Tunnel Vision. Three featured works in total.

ORGANIZATIONS

ACM SIGGRAPH - *2023 - Present*

- Member since 2023, Served as Treasurer in Fall 2023 and Vice President in Spring 2024