

Meagan Budgell

Art Director

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Film Credits

We Forgot to Break Up // Production Designer (October 2022)

Director: Karen Knox, Producers: Justin Kelly & Nicole Hilliard-Forde

Someday at Christmas // Art Director (September 2022)

Production Designer: Gavin Mitchell, Production Manager: James Mou

Sunset Superman // Art Director (July 2022)

Production Designer: Csaba Kertesz, Production Manager: Rob Fisher

Homestead for Christmas // Art Director (May 2022)

Production Designer: Csaba Kertesz, Production Manager: Byron Martin

Catering Christmas // Art Director (March 2022)

Production Designer: Graham Caswell, Production Manager: James Mou

Son of a Critch - Season 1 // Art Director (June 2021)

Production Designer: Liz Bischof, Production Manager: Helene Valinsky

Christmas Carousel // Art Director (Sep 2020)

Production Designer: Marion Pon, Production Manager: James Mou

Too Close For Christmas // Art Director (Aug 2020)

Production Designer: Marion Pon, Line Producer: Byron A. Martin

The Swan // Art Dept Trainee - Set Design/Graphics (Feb 2020)

Production Designer: Aidan Leroux, Art Director: Randi Lee Butcher

Angel Falls 2 // Art Director (Sep 2019)

Production Designer: Marion Pon, Production Manager: James Mou

Crossword Mysteries 3 // Art Director (Aug 2019)

Production Designer: Marion Pon, Line Producer: Byron A. Martin

Crossword Mysteries 2 // Art Dept Trainee - Graphics (June 2019)

Production Designer: Marion Pon, Art Director: Graham Caswell

Experience

Eat Play Mingle // Founder

01/2015 - 03/2020, TORONTO

- Produced monthly community building events for 70+ game developers.
- Created floorplans, vendor lists, sourced materials, developed websites and branding to execute 300+ attendee events.
- Developed design documentation for multiple commercial escape rooms and puzzle hunts.

Experience [Cont'd]

Future Immersive // Game Designer & Marketing Specialist

11/2018 - 05/2019, TORONTO

- Lead designer for *Furious Seas Arcade* & unannounced PC title, directed subsequent release strategy for location-based entertainment venues in 2019.
- Created comprehensive design documentation and assisted with grant writing for unannounced title.

Toronto Digifest // Assistant Producer

11/2016 - 06/2019, TORONTO

- Responsible for all exhibitor, speaker, community and media communications.
- Directed new marketing initiatives and increased sales by 150% for 2019.
- Responsible for curation, outreach and logistics for 30+ installations.
- Organized the first ever Educator's Forum in 2019, hosting 20 hands on, fully booked workshops over the course of a day.

VRPlayin // Events Coordinator

06/2017 - 03/2018, TORONTO

- Directed strategic marketing initiatives to improve awareness and maximize sales for virtual reality arcade through corporate events.

Civis Toronto // Director

09/2016 - 03/2018, TORONTO

- Managed all day to day operations and business strategy for downtown Toronto coworking hub.
- Supervised contractor renovations and coordinated expansion of office space.

Ruckus Games // Creative Director

09/2015 - 09/2016, TORONTO

- Directed production teams from concept to final product.
- Produced art, narrative, technical and game design documentation.
- Developed weekly prototypes in Unity using AS3, C++, C#, HTML5 etc.

Education

George Brown College // Post-Graduate Certificate - Game Design

- Award for Recognition of Industry Outreach
- IGDA GBC Academic Chapter Chair

Toronto Film School // Certificate - Video Game Design & Development

- Campus Valedictorian

University of Ottawa // BAsC Software Engineering Candidate

Awards

Women in Games Ambassador, *International Game Developers Assoc.* (2016)
GDC Scholar, *International Game Developers Assoc.* (2015)

