

# Meagan Budgell

Production  
Designer

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## Film Credits

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## Meagan Budgell

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North Bay, Ontario  
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### **Heartland S17 // Production Designer (Summer 2023)**

Showrunner: Mark Haroun, Producer: Jess Maldaner

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

Director: Karen Knox, Producer: 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

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## 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.

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## Experience [Cont'd]

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### 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.

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## Education

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### 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

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## Awards

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