



Megan Grochau

3D Game Animator

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Work Experience

Hi-Rez Studios – Associate Animator

SMITE 2

June 2024 – Oct. 2024

- Animate new gods in UE5 Control Rig
- Create new animations for pre-existing gods based on gameplay design changes
- Plus and/or retime old animations based on game designer's notes for god conversions and to meet and maintain new quality standards
- Export/import new and/or improved animations from 3DS Max to UE5
- Portrait pose new skins of gods in 3DS Max to be rendered in engine for card art

SMITE

July 2022 – May 2024

- Animate various emotes, abilities, idle variants, and more from concept/idea pass to finish
- Animate secondary for new skins (ex. wings, tails, capes, hair, etc.)
- Create overrides for new skins when needed
- Animate in 3DS Max and export FBX's to test in UE3
- Take part in twice weekly team critique meetings, providing and receiving feedback
- Participate in new god and Tier 5 skin animation brainstorm meetings
- Collaborate with other departments regarding custom vfx, audio, prop, and rigging requests for specific animations
- Engage in team bug checking/verifying of new patches before launch

Epic Games – Animation Intern

Fortnite

Sept. 2021 – Mar. 2022

- Animate various emotes and glider deployment
- Animate in Maya and export FBX's to test and implement in UE5
- Set up an Animation Blueprint in UE5
- Participate in emote brainstorm meetings

Education

AnimSchool

July 2020 – Sept. 2021

Certificate of Completion

Relevant Courses of Study:

Body Acting, Introduction to Game Animation,
Game Animation Pipeline (Quadrupeds and Motion Capture),
Advanced Game Animation (Character Interactions and Cinematics)

Savannah College of Art and Design

Sept. 2016 – May 2020

Bachelor of Fine Arts in Animation, *Magna Cum Laude*

Relevant Courses of Study: Character Animation I & II,
Collaboration in Digital Media (Animation for Games)

Software & Softskills

Maya, 3DS Max, Unreal Engine 3, 4 & 5, UE5 Control Rig, Shotgrid/Flow Production Tracking, Perforce, SyncSketch, After Effects, Premiere Pro, Illustrator, Procreate, Photoshop, adaptability, troubleshooting, communication, collaboration