

# MEGGY KAWSEK

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## ART DIRECTION . STORYBOARDS VISUAL DEVELOPMENT

Versatile Art Director with a background in storyboarding and visual development, specializing in film and themed entertainment with 7 years of agency experience. Renowned for speed and efficiency, brings a proactive approach and attention to detail to every project. Thrives in fast-paced environments. A quick learner and adept at evolving challenges. A collaborative team player that excels in fostering efficient communication within diverse creative teams. Focus is always on story objectives and visual problem-solving at scale.

## WORK EXPERIENCE

### **RAUW ALEJANDRO LATIN GRAMMY AWARDS | Storyboard Artist**

*STURDY, October 2023*

- Worked with the project art director to visualize story beats and transitions from an introductory film to live-action stage performance.
- Created boards that acted as guidelines for production (lighting, composition, shot types)
- Conceptualized stage design for Rauw Alejandro's live-action performance.

### **REMIX RUMBLE CINEMATIC | Principal Visual Development and Storyboard Artist**

*Riot Games, March-June 2023*

- Researched art styles and genres that fit the multitudes of styles required for this project.
- Created style frames to act as visual guidelines for final 2D sequences.
- Re-designed characters (Yasuo, Yorick) to fit the unique Team Fight Tactics aesthetic.
- Developed storyboards for the full project, thumbnailing beats, boards, and putting them together in an animatic set to placeholder music (music to be later provided by Steve Aoki and Kole Hicks).
- Participated in bi-weekly reviews and critiques with the larger art team for visual problem-solving.
- Created extra prop designs, effects designs, and motion direction as needed.

### **RUNETERRA REFORGED CINEMATIC | Principal Visual Development Artist**

*Riot Games, January-March 2023*

- Re-designed existing characters to fit the look of the Team Fight Tactics world.
- Conceptualized original character and prop designs that met story objectives.
- Researched and developed material sheets for 3D texture direction.
- Created animation prompts and sketches to guide 3D team on world transitions.
- Participated in bi-weekly reviews and critiques with the larger art team for visual problem-solving.
- Created extra prop designs, effects designs, and motion direction as needed.

### **SHOWDOWN IN SPATULOPOLIS | Principal Visual Development Artist**

*Riot Games, June-August 2022*

- Re-designed existing characters to fit the look of the Team Fight Tactics world.
- Conceptualized prop and effect designs to meet story objectives.
- Researched and developed material sheets for 3D texture direction.
- Researched art styles and created style frames for graphic-heavy shots.
- Participated in bi-weekly reviews and critiques with the larger art team for visual problem-solving.

**ALL NIPPON AIRWAYS Social | Creative Director***Virtue Worldwide, June 2021 - Dec 2023*

- Developed social media calendars on a monthly basis.
- Led and managed junior team to create posts, videos and copy based on monthly themes and client objectives while keeping posts aligned with the All Nippon Airways brand.
- Responsible for onboarding new members of the team and presenting monthly client presentations.
- Responsible for file and asset management, including documenting our monthly progress, working files, and ensuring we had access to creative resources.
- Led team in developing continuous pro-active ideas that fit within scope and budget.
- Researched vendor/ influencer collaborators and acted as liaison between them and the client, ensuring they met key deadlines and project objectives.

**BANFIELD PET HOSPITAL | Motion Design, Animation and Editor***CONSCIOUS MINDS, May 2022*

- Was brought in to fix the previous animator's work and implement notes from creative team.
- Realigned the project with its initial timeline, notwithstanding the initially allocated extended timeframe.

**NIKE PLAY RESEARCH LAB | Set & Concept Designer***CONSCIOUS MINDS, November 2021*

- Worked with art directors and creative directors to come up with a set design for Nike Play Research Lab that was dynamic, interactive, and fit brand guidelines.
- Created color direction, material sheets, and prop designs as needed.

**VIRTUE WORLDWIDE | Designer, Storyboard & Concept Artist, Art Director***2016-2021*

- Created storyboards, concept art, set designs, illustrations, graphic designs and motion graphics for various projects.
- Art directed various projects for pitch work and production. Some of my responsibilities included working with the creative director to craft highly polished presentation decks, research and compile mood boards, work with vendors and influencers to produce content that aligns with brand guidelines, create briefs for vendors, ensure quality control during production shoots and post-production, and manage documentation.

**NOTABLE VIRTUE PROJECTS**

- Flair Air - *Motion Design, Animation and Art Direction*
- All Nippon Airways - *Illustration, Animation and Art Direction*
- Golden Road Brewery - *Art Direction*
- Michelob Ultra - *Art Direction and Motion Design*
- Planned Parenthood - *Art Direction and Motion Design*
- Magic: The Gathering - *Art Direction*
- HBO Pa'lante - *Illustration*
- Vice News Tonight - *Art Direction*
- Target Good & Gather - *Storyboards and Graphic Design*
- Black Queer Town Hall - *Trophy Design*
- Weedmaps: Museum of Weed - *Storyboards, Set Design, Installation*
- Blizzard Hearthstone: One Night in Karazhan launch party - *Set Design and Concepts*
- Rick and Morty S4 Launch: The Poop in my Pants - *Storyboards, Illustration & Animation*
- Rick and Morty S2 Launch - *Illustration and Comic Art*

**DISNEY IMAGINEERING TRAINEE***Hong Kong Disneyland, 2014*

- Developed models, concepts, and storyboards supervised by the Imagineering team for projects around Hong Kong Disneyland park.
- Created an animated proof of concept for a guest experience that supplemented Hong Kong Disneyland's "Paint the Night" parade.

## SKILLS

- Project leadership, developing visual intent and adapting to overall projects. Managing junior designers, working with production on realistic timelines and outlining project deliverables.
- Adobe Photoshop, Illustrator, After Effects, Premiere, Storyboard Pro. Knowledge of Blender and Maya. Digital and Traditional Illustration.
- Languages: English, Tagalog

## EDUCATION

**Savannah College of Art and Design (2016)**, BFA Major in Animation, Summa Cum Laude

**Ateneo De Manila University (2011)**, BFA Major in Information Design, BFA Major in Creative Writing

## FUN FACTS

Roller Skating enthusiast. Cheese nerd. Cat Mom. Airbnb host.  
I've been called: Wizard. Swiss Army Knife. Assassin-for-hire.