

MEGAN KRUTZ



CONTACT

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EDUCATION

New Jersey Institute of Technology

3.8 GPA | *Honors College*

May 2025 | *Magna Cum Laude*

B.A. in **Digital Design**, Minor in **UI/UX**

AWARDS & CERTIFICATIONS

- **2023 NJIT Design Showcase Winner** - Short film *Idle* won 1st place in Digital Design category
- **Girl Scout Gold Award Recipient** - Wrote and taught live class on animation principles and how it intersects with CS.
- **Eloise Matzko Memorial Scholarship** - Recipient

SKILLS

- *Modeling/Rigging/Texturing/Lighting*
- *Animating*
- *UV Unwrapping*
- *Compositing*
- *Motion Graphics*
- *Virtual Reality Development*
- *Video Editing*

SOFTWARE

- *Autodesk Maya*
- *Blender 3D*
- *Substance Painter*
- *3DS Max*
- *Photoshop*
- *After Effects*
- *Premiere Pro*
- *Animate CC*

WORK EXPERIENCE

LEAD INSTRUCTOR

Black Rocket

June 2025 - August 2025 | Summer Position

- Educating young students on various STEAM topics, including animation, game design, coding, and 3D printing.
- Responsible for multiple young children at a time, ensuring they are safe, engaged with the lesson, and enjoying themselves.

PERFORMING ARTS CENTER TECHNICIAN

Watching Hills Regional High School

Ad-hoc Position

- Expertly edited video content for a diverse range of events.
- Created visual and sound-based content for theatrical performances.

LEAD 3D MODELER/ANIMATOR FOR VIRTUAL REALITY (VR)

Foley Prep

June 2022 - August 2022 & June 2023 - August 2023 | Summer Internship

- Modeled/textured multiple VR worlds, including a replica of a real-world office space.
- Created 3D and video playback assets within world for immersion/interaction.
- Collaborated with programmers to add collision, VR world properties, and functionality to 3D models/videos within space.
- Rigged/animated character models within the 3D simulation.
- Created original assets designed to be interacted with in Unity Engine.

3D DESIGN INTERN

Neo-Pangea

September 2022 - December 2022 | Fall Internship

- Produced an original 3D animated short film that encompassed storyboarding, modeling, texturing, lighting, animation, rendering, and editing.
- Participated in company-wide brainstorming sessions to conceptualize project scope and ideation.
- Engaged in client projects, such as 3D asset acquisition and reference collection.

LEADERSHIP EXPERIENCE

NJIT SIGGRAPH

President (2023-2024), Marketing Manager (2022-2023)

- Directed executive board to plan and implement various events to support the initiative of the organization, including the annual international ACM SIGGRAPH conference.