

CONTACT

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- megankrutz.com

EDUCATION

New Jersey Institute of Technology

2021 - 2025

- B.A. in Digital Design
- Minor in UI/UX Design
- 3.7 GPA

SKILLS

- Modeling
- Animating
- Rigging
- Texturing
- Lighting
- Rendering
- UV Mapping
- Compositing
- Motion Graphics
- Maya
- Blender
- 3DS Max
- Photoshop
- After Effects
- Premiere Pro
- Animate CC
- VR Development
- Video Editing

AWARDS

- 2023 NJIT Design Showcase Winner - Short film *Idle* won 1st place for Digital Design works
- Girl Scout Gold Award Recipient - Wrote/taught live class on animation principles and how it intersects with CS.

ABOUT ME

I am an enthusiastic and forward-thinking college student majoring in Digital Design, specializing in 3D modelling, animation, and design. I am deeply passionate about utilizing technology to foster meaningful connections among people. I am hoping to make a significant impact in the field of animation, emphasizing the importance of using technology to connect people.

WORK EXPERIENCE

Performing Arts Center Technician • WATCHUNG HILLS REGIONAL HIGH SCHOOL

August 2023 - Present

- Expertly edited video content for a diverse range of events, including a high-profile TEDx event, ensuring high-quality production and audience engagement.
- Contributed to the post-production process by aligning edited content with the speakers' visions and the thematic requirements of the TEDx event.
- Create motion and sound design for theater productions.

Lead 3D Modeler/Animator for VR • FOLEY PREP

June 2023 - August 2023

- Modeled/textured a VR world based on the Pantheon.
- Created 3D and video assets to be placed within the space.
- Collaborated with programmers to add collision, VR world properties, and functionality to 3D models/videos within the space.

May 2022 - August 2022

- Recreated company office in a 3D space using uniquely created 3D assets.
- Modeled each room and object accurately according to its real-life counterpart's scale, color, texture, and spatial placement.
- Rigged/animated character models within the 3D simulation.
- Created original assets designed to be ported to and interacted with in Unity Engine.

3D Design Intern • NEO-PANGEA

September 2022 - December 2022

- Drafted, storyboarded, modeled, animated, and rendered a 3D short film - the short won an award.
- Completed two 3D assignments assessing 3D modeling and rendering ability at the professional level.
- Participated in company-wide brainstorming sessions to conceptualize internship project scope and ideation.
- Assisted with tasks/prep work for client projects.