



Contact

(412) 667-1735
3dMeggs@gmail.com
www.3dMeggs.com
www.linkedin.com/in/meganstrazisar

Profile

3D Digital Artist emphasizing in Visual Effects and Animation with years of educational experience, growing extensive knowledge on various industry standard software. Eager to learn and work hard on any challenge presented using a strong sense of communication, multitasking abilities, and creative problem solving. Equipped with the work ethic and adaptability to step into a professional atmosphere and become a collaborating member of a strong team.

Education

Bachelor of Fine Arts (B.F.A.) - Digital Production - VFX Concentration

Jan 2022 - Sep 2024
Gnomon School of VFX, Los Angeles, CA
GPA: 4.0

Visual Effects - Animation

Apr 2019 - Dec 2021
Columbia College Hollywood, Tarzana, CA
GPA: 4.0

Experience

Effects Artist - Zootopia 2

January 2025 - September 2025
Walt Disney Animation Studios, Burbank, CA

3D Environment Artist

January 2025 - April 2025
Sony Immersive Music Studios, Culver City, CA

Game Artist Generalist + Effects

June 2024 - Aug 2024
Sony Immersive Music Studios, Culver City, CA

3D Generalist

Aug 2022 - Nov 2022
Sam Vest Studios, Los Angeles, CA

Production Coordinator (Music Videos)

August 2025 - October 2025
Vendetta Studios, Los Angeles, CA

Peer Tutor

Mar 2020 - Dec 2021
Columbia College Hollywood, Los Angeles, CA

Production Assistant/Intern

Jan 2019 - Apr 2019
Animal Studios, Pittsburgh, PA

Freelance Background Acting

May 2018 - Jan 2019
Nonunion and SAG-AFTRA, New York City, NY

Skills

Creative Problem-Solving & Attention to Detail

Ability to generate innovative solutions and maintain precision in all aspects of 3D and professional work.

Adaptability & Quick Learning

Rapidly grasps new tools and techniques, thriving in fast-paced environments and evolving workflows.

Team Collaboration & Communication

Works effectively in diverse teams, clearly articulating ideas and contributing to the creative process.

Positive Energy & Strong Work Ethic

Brings enthusiasm and commitment to projects, ensuring high-quality results delivered on time.

Awards and Recognition

Gnomon: Alumni Panel

Present my journey as an artist and held Q&A sessions throughout the event

Gnomon: Meet the Pros

Present a lecture and breakdown of my skill sets gained in the industry

Best of Term Spring 2024 Effects | Magic

Gnomon School of Visual Effects
Completed from concept to delivery

Best of Term Summer 2024 Effects | Demolition

Gnomon School of Visual Effects
Completed from concept to delivery

Best of Term Summer 2022 Lighting & Rendering

Gnomon School of Visual Effects
Completed from concept to delivery

Platinum Scholarship for Summer Program at SCAD

Savannah College of Art and Design
Attended summer courses

Maintained a GPA of 4.0 or Higher Throughout Entire Education

Peters Township HS GPA: 4.62
CCH GPA: 4.0
Gnomon GPA: 4.0

Software Proficiency

3D Pipeline & Tool Building

Houdini, Maya, Zbrush, Substance Suite, EmberGen, Shotgrid, Linux

Game Engines

Unreal Engine, UEFN

Compositing & Editing

Nuke, Adobe Suite

Motion Capture

Move AI, Mocopi, Rococo, Motion Builder, MetaHuman Animator

Audio Production

ProTools

