Megan Davenport

SKILLS: Online Learning • Web Design • Graphic Design • Interactive Media/UI • Video Production • Video Game Art & Design

EXPERIENCE

Collegis Education, Oak Brook, IL

• *Multimedia Developer*   Aug. 2017 to present

Created tutorial documents for video graphics training. Redesigned dated procedural and school specifications documents. Worked with instructional design partners to handle special instructor requests for courses. Created online courses in learning management software and performed quality assurance checks. Produced video graphics and interactive learning media for online courses. Assisted other teams with online learning workloads as needed.

• *Web Production Assistant*   Nov. 2013 to Aug. 2017

Worked with instructional designers to create interactive, online courses in learning management software, performed quality assurance checks, and assisted with administrative procedures. Produced graphics, animations, and other multimedia elements for online learning. Assisted with video production for university recruitment and online courses. Assisted with technical trouble shooting and support. Developed innovative solutions to course production challenges.

Incontext Solutions, Chicago, IL   Oct. 2013 to Nov. 2013

• *Contract Associate 3D Artist*   May 2013 to July 2013

Conversion of blueprints into 3D models and environments as part of the Visualization Team. Produced high quality texture maps from in-house photography. Reviewed texture maps created by student contractors. Created 2D illustrations of staff to be printed and displayed in the office.

Box O Zombies, Chicago, IL

• *Pixel/UI Artist*   Oct. 2012 to June 2013

Produced 2D pixel art and visual effects assets for iOS game environment under the direction of Art Director and Lead Designers. Created user interface artwork and assisted with design elements. Determined grid size, scale, and technical guidelines for environment art.

• *Web Developer*   Dec. 2011 to Oct. 2012

Implemented Box O Zombies' artwork and vision into a functional XHTML site. Seamlessly integrated CSS design of Big Cartel shopping site to match the homepage. Extremely time sensitive project; initial site completed in roughly three days. Responsible for website updates and search engine optimization.

Academy of General Dentistry, Chicago, IL

• *Coordinator, Membership Marketing*   Aug. 2011 to April 2013

Developed membership marketing plan and implemented membership recruitment campaigns as project leader. Created and prepared copy for recruitment, retention, and other internal marketing pieces. Responsible for membership recruitment activities and trade show coordination. Managed trade show attendee registration database for 2012 Annual Meeting & Exhibits. Trained staff for membership customer service and tradeshows.

TOOLS

- Adobe Creative Suite CC
- HTML/CSS
- Wordpress
- Canvas, Moodle, BlackBoard, Sakai, and Isidore Learning Management Systems
- Autodesk Maya
- Pixologic ZBrush
- Unity Game Engine
- Experience with Javascript

VOLUNTEER WORK

Game Developers Conference

Conference Associate
2011 to 2013

- Selected to ensure attendees and speakers have an excellent experience by assisting and directing as needed, monitoring sessions, checking badges at special events, and providing outstanding customer service.

EDUCATION

Coursera

- Human-Centered Design: an Introduction by University of California, San Diego on Coursera. Certificate earned on May 2, 2016.

Columbia College Chicago

- Bachelor of Arts in Game Design: Art and Animation
- Minor: Web Development
- GPA: 3.8

Oakton Community College

- Associate in Liberal Arts
- GPA: 4.0
- Presidential Scholar