

Megan Leigh Willy

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Education

B.A. **Imaging and Digital Media: Animation, Minor in Art History.** University of Maryland, Baltimore County (2007). Magna Cum Laude, GPA: 3.82/4.0

B.A. **Cultural Anthropology.** University of Maryland, Baltimore County (2007). Magna Cum Laude, GPA: 3.82/4.0

Digital Animation exchange student. Fachhochschule Schwäbisch Hall, Baden-Württemberg Germany (2005).

Experience

- Professor of English, DuocUC in Concepción, Chile. February 2011-present
- Conceptual Earth Science Animator, NASA. Jan 2008-February 2011
- Public Stilt-Walking Performance Artist, Nana Project Studios. September 2008-January 2011
- Visual Database Modeler for Naval Military Test-Flight Simulators, J.F. Taylor Inc. May 2007-January 2008
- Internship with Independent Artist and Professor Steve Bradley on the development of “Call and Response”, an interdisciplinary science, art, and technology project. May 2007-January 2008
- Part-time motor vehicle operator at the University of Maryland, Baltimore County. February 2004-October 2007
- Internship with Skip Jack Studios, photography and video studio. May-October 2004

Honors, Achievements, and Publications

- Uninterrupted publication of conceptual science animation with NASA Goddard’s Scientific Visualization Studio 2008-2011
- Imaging Research Center at UMBC post-graduate fellowship 2008-2011
- Invitation screening of “Phallic Final” and “Telephone” in Alexandria Film Festival 2009
- “Best of Show” in Rosebud Film Festival for “Phallic Final” 2009
- Imaging Research Center undergraduate fellowship January 2006-December 2007
- International student mentor volunteer in the UMBC Conversation Partner Program 2003-2007
- “Shout!” live animation performance with the Baltimore Symphony Orchestra November 2006
- Academic honors all 4 years of college 2003-2007

Research Experience

- Artistic collaboration with NASA Goddard Space Flight Center with experimental spherical filmmaking October-December 2007
- Independent research with Dr. Bob Rubinstein (UMBC) concerning culture and architecture January-May 2007
- Independent research with Professor Steve Bradley (UMBC) concerning experimental use of audio January-May 2007
- Artistic collaboration with editorial cartoonist, Kevin Kallauger to create political animation January-May 2007
- Artistic collaboration with Baltimore Speaks Out! After school youth program in Baltimore to create animation concerning life in the city September-December 2006
- Independent animation studies with Professor Kim Collmer and Professor Guido Kühn (Fachschule Schwäbisch Hall) concerning German architecture September-December 2005

Professional Development

- Attended Ottawa International Animation Festival and Television Animation Conference October 2010
- Attended ACM Siggraph digital and emerging technologies conference, 3 years August 2006, 2008, 2009
- Continued taking classes at UMBC after graduation 2008-2010

Technical Skills

- Fluent in both Windows and Macintosh operating systems
- Fluent in Autodesk's Maya 3D animation software
- Fluent in Adobe imaging software: Photoshop and Aftereffects
- Soundtrack Pro and Cubase knowledge
- Good written, oral and interpersonal skills
- Effective creative collaborator and intercultural communicator
- Posses strong work ethic and very self-motivated
- Aspiring graduate student

References available upon request.