

Meah Nizan

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Education

Bachelor of Fine Arts in Digital Arts & Animation

Pratt Institute | Brooklyn, NY

Graduated May 2024

Independent Senior Capstone Film “Honey Tears”

January 2023 - April 2024

- Awarded *Best in Show, 3D BFA*
- Created models, textures, and lighting for 24 unique environments and 48 rigged characters for the purpose of exploring a variety of lighting designs and scenarios
- Achieved record scale of production, outperforming the department average of 5 environments and 2 characters, through personal initiative and rigorous time management
- Collaborated with peers to exchange feedback on projects and troubleshoot issues together, resulting in lasting professional relationships
- Applied Houdini to various technical limitations for problem-solving complex scenes

Experience

Digital Artist

PMG Holdings | Danbury, CT

February 2025 - Present

- Translated construction material samples into 3D textures for architectural models, recreating how light and materials interact
- Adapted to emerging project needs and creative tasks by training in new software and technical skills as needed
- Collaborated with supervisors to understand project goals in order to anticipate and solve problems

CG Production Intern

The STUDIO NYC | Manhattan, NY

September 2024 - January 2025

- Completed 50 seconds of a 4 minute short film, including lighting and post-processing
- Interpreted visual development artwork and storyboards to inform 3D lighting
- Worked closely with the CG supervisor and creative team to develop mood, color, and continuity
- Optimized software workflow by taking initiative to integrate Houdini into the established pipeline

Lighting Technician

Motion Foundry Studios | Orem, UT

March 2021 - July 2021

- Created lighting for sequences in the stop-motion feature film *Saurus City*, receiving promotion to full-time position after initial month-long internship
- Developed a real-world foundation for 3D lighting by training in live-action lighting techniques and equipment
- Built connections with the animation and set-building departments to gain a holistic understanding of the lighting department within the larger production
- Addressed daily notes from artistic and technical leadership to ensure lighting reinforced the narrative of the film

Skills

3D/Lighting

- Houdini
- Maya
- Unreal Engine

Compositing

- Nuke
- After Effects