

Meghan Graham

Fabrication Artist, Animator, Model Maker

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Experience

Model Maker - Meta

(June 2024 - Current)

- **High-precision silicone casting** for rapid prototyping
- **Collaborated with a multidisciplinary team** of stop-motion and toy artists to explore innovative silicone techniques for R&D

Freelance Fabricator and Animator

(January 2025 - Current)

- **Created** 2D character animations and visual assets as part of Studio Beebo's independent animated productions
- **Designed and fabricated** custom film props, sculptures, and jewelry for private collectors and independent filmmakers

Set Builder and Painter - Open the Portal

(April 2024 - May 2024)

- **Set Fabricator and Scenic Painter** specializing in the design and construction of miniature plant life, foliage, and hand-crafted props for commercial production

Fabricator - Screen Novelties

(December 2023 - March 2024)

- **Fabricated** detailed miniature trees, foliage, and environmental props for stop-motion for *Outdoor Ed* and *SpongeBob SquarePants: Sandy's Country Christmas*

Puppet Doctor - Apartment D

(November 2023)

- **Maintained and repaired puppet** rigs, costumes, and facial features to ensure continuity and performance during stop-motion shoots for *Scare-adise Island Beach Vacation*

Stop-Motion Miniaturist and Animator - Starburns Industries

(September 2023 - October 2023)

- **Constructed hyper-realistic miniature set** pieces for *The Actor* by Duke Johnson
- **On-set integration** of props and FX elements for animation

Art Department Intern - Apartment D

(August 2023)

- **Painted and detailed** 3D-printed miniatures to match existing art direction and color palettes for *Skelita Celebrates Día de Muertos!*
- **Large-scale scenic painting** using spray, stencil, and brush techniques for background platforms and structures

Development Intern - Starburns Industries

(June 2023 - August 2023)

- **Script coverage** of potential projects for film and television
- **Conducted** visual research and assembled pitch deck materials to support creative presentations

Skills

Technical:

- Adobe Photoshop
- Adobe Illustrator
- Autodesk Maya
- Dragon Frame
- Traditional Painting
- Miniature Painting
- Airbrushing
- Foam Carving
- Silicone Casting
- Woodworking
- Shop Tool Proficiency
- Papercraft
- Sculpting
- Sewing
- Small Metals
- Fabric Dying

Personal:

- Teamwork Oriented
- Multitasking
- Communication
- Time Management
- Fast Working
- Positive Attitude
- Learning Quickly
- Patience

Awards/ Accomplishments

Award winning director for "Roadkill Jamboree"

SJSU Design Faculty Citation Award 2023

SJSU A.S. Legacy Award 2022

Women in Animation Laika Scholarship 2022

SJSU President's List Scholar 2018-2023

California Arts Scholar 2017

Education

San Jose State University: Summa Cum Laude BFA Animation/ Illustration

(August 2018 - May 2023)