

Meghana Didugu (Meg)

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Experience

Teaching Assistant | Savannah College of Art and Design

Jan 2024 - Mar 2024

- Collaborated with Professor Christoph Simon to plan and deliver lectures on experimental animation, focusing on storytelling techniques.
- Facilitated learning for 15 students by providing constructive feedback and support on experimental animation processes.
- Adapted teaching methods to meet diverse student needs, enhancing their understanding and creativity in animation.

Graduate Mentor | Savannah College of Art and Design

Nov 2023 - Mar 2024

- Collaborated with students, faculty, and staff to address academic and personal, enhancing student success holistically.
- Provided personalized guidance on academic projects, time management, and skill development, while teaching success strategies like organization, self-advocacy, and goal setting, fostering independence and resource use.
- Continuously improved personal skills through mentoring, contributing to the program's overall effectiveness.

Reference Assistant | Jen Library (At Savannah College of Art and Design)

Aug 2022 - Mar 2024

- Provided problem-solving assistance and comprehensive services to SCAD cardholders, optimizing their use of library resources and enhancing their research experience.
- Collaborated on data entry and quality checks for Jen Library Special Collections.
- Assisted in archiving and organizing original art and animation cels from Sullivan Bluth Studios.

Animation and Storyboard intern | Mud n Water Studios Pvt. Ltd.

Aug 2020 - Sept 2020

- Completed formal training as a 2D animator under the studio's owner, developing foundational skills and techniques.
- Built a personal project from conception to animatic to refine proficiency in storytelling, showcasing versatility in animation.
- Created and sketched an intellectual property, contributing to a smooth pre-production phase.

Storyboard intern | Zebu Animation Studios Pvt. Ltd.

Jun 2020 - Aug 2020

- Received training in foundational storyboarding principles, enhancing industry-specific skills.
- Collaborated with a team of six interns under one supervisor to create storyboards for a TV series episode, showcasing effective teamwork and adherence to studio deadlines.
- Built a personal project from conception to storyboard to refine skills, showcasing dedication to continuous improvement.

Projects

Director, Producer, Animator, Editor, Composer | Symbiosis (Thesis Film for MFA Animation)

- Maintained and optimized production schedules while leading story creation, concept development, and art direction, ensuring timely and high-quality output.
- Produced diverse animation assets using techniques like Stop Motion with Silicone Puppets, Yarn, Paper Cut-outs, and 2D frame-by-frame animation, showcasing versatility.
- Executed and composited animation footage, creating a cohesive mixed-media film.

Producer, Clean-up Animator, Composer | Get Gulled

- Managed the entire animation production process, overseeing tasks from pre-production to final delivery.
- Developed and maintained detailed production schedules, ensuring timely and organized project completion.
- Led the recruitment and coordination of a sound design crew, ensuring high-quality sound integration.
- Implemented rigorous quality control measures throughout the production, ensuring the highest standards.

Animator | Kintsugi

- Managed the entire animation production process from pre-production to final delivery, demonstrating strong organizational and problem-solving skills.
- Developed and maintained detailed production schedules for all animation pipeline stages, ensuring timely project completion.
- Fostered collaboration on a live-action team and implemented creative techniques (2D animation over live action footage), optimizing workflows and showcasing versatility.

Achievements

SCAD X BEEPLE 2024 Showcase, BEEPLE Studios, Charleston, SC

- Created an animation using paints and an X-acto knife on 15mm film, blending traditional techniques with clear and black leader films.
- Digitized and enhanced the animation with Adobe After Effects, integrating traditional and digital methods for improved visual quality.
- Composited and formatted the footage for projection on walls and pillars, and selected for the SCAD X BEEPLE 2024 Showcase, highlighting a successful fusion of classic and contemporary animation techniques.

Skills

Software: Creative Cloud Suite, Trello, Storyboard Pro, Harmony Pro, Autodesk Maya, Arnold

Technical: Video Editing, Experimental Media Design, 2D Effects, Conceptualization, Compositing, Stop Motion Fabrication

Professional: Problem Solving, Collaboration, Time Management, Attention to Detail, Organization, Multitasking, Adaptability.

Education

Savannah College of Art and Design

Masters of Fine Arts Animation

Kingston University

Bachelor of Arts (Honors) Communication Design