


# MEREDITH LAXTON

## VISUAL STORYTELLING + DESIGN

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## EDUCATION

**Savannah College of Art and Design**  
Savannah, GA (2019)  
*M.F.A. Sequential art*

**North Carolina State University**  
Raleigh, NC (2013)  
*B.F.A. Art and Design*

## SKILLS

Sequential Art	Concept Art
Illustration	Digital Painting
Color Theory	Composition
Visual Storytelling	Graphic Design
Storyboarding	Animation
Motion Media	Coaching
Social Media	Teaching
Marketing	Networking
Mentoring	Public Speaking
Art Direction	Organization
Branding	Detail Oriented
Collaboration	Adaptable
Written & Verbal	Professionalism
Communication	
Portfolio Review	
Time Management	
Project Management	
Constructive Critique	

## SOFTWARE

Adobe Creative Suite  
Toon Boom Storyboard Pro  
Clip Studio  
Procreate  
LinkedIn  
Affinity Suite  
Zbrush  
Maya  
Zoom

## ACCOMPLISHMENTS

*Black-Eyed Susan Book Award*  
*Nominee (2023)*

*CBC Children's and YA Favorites Award*  
*(2023)*

*Russ Manning Award Nominee (2022)*

*Gertrude M. Cox Award Recipient (2012)*

## EXPERIENCE

### Career Adviser

*Savannah College of Art and Design—Savannah, GA (Jan 2023–Present)*

- Advise and mentor creatives in developing career strategies, promotional material and portfolios, interview preparation, and networking skills for creative industries.
- Create and conduct informational workshops, events, panels, lectures for students and alumni populations.
- Utilize design experience and knowledge of current industry trends to assist students with portfolio development.
- Mentor students from an array of majors: Sequential Art, Illustration, Animation, and Game Design.

### Freelance Artist

#### *PageTurner Graphic Novels (2021–2022)*

- Delivered high quality pencils and inks for interior artwork and cover art of graphic novel adaptation, *Wait Till Helen Comes* (2022), contracted for Harper Collins.
- Delivered high quality pencils and inks for interior artwork and cover art of graphic novel adaptation, *The Old Willis Place* (2024), contracted for Harper Collins.
- Consistently maintained communication with editor and publisher and met all deadlines.

#### *CEX Publishing (2020)*

- Delivered high quality pencils and inks for interior artwork and cover art of four-issue, creator-owned comic series, *Charlie's Spot*.
- Collaborated with writer, George O'Connor, on narrative structure, character development, and script edits.

#### *IDW Publishing (2020)*

- Delivered high quality pencils and inks for interior artwork for single-issue comic, *The Crow: Hark The Herald*.

#### *Humanoids LLC (2019–2020)*

- Delivered high quality pencils and inks for interior artwork of graphic novel, *MPLS Sound* (2020).
- Provided artwork for bonus content included in various H1 comic releases.

### Concept Artist

#### *Puny Human Games—Raleigh, NC (November 2014–2018)*

- Concept design and asset development for video game environments, props and characters.
- Graphic design roles including icon design, HUD design, UI and UX asset development, logo design, website design, branding and marketing.
- Assist in maintaining company brand identity inline with marketing strategies.
- Assisted in live-demonstrations and active professional networking at industry events, conferences and conventions.
- Provided 2D animation and motion graphics.
- Under contract with inXile Entertainment: development of 2D UI and in-game assets for *Bard's Tale IV*, and *Mage's Tale*.
- Marketing and Social Media graphic asset support.

### Multimedia Designer

#### *NCSU-DELTA—Raleigh, NC (June 2011–2014)*

- Graphic design and ideation/strategy in college course gamification.
- Lead concept art and illustrator for mobile game, *Trot To Trophy*. Provided art direction as well as filled multiple design roles including: character design, storyboarding, UI design, and animation.
- Storyboarding and animation of educational material for college level animal science courses.
- Motion graphics and branding for online college courses.