MAGGIE LLOYD

ILLUSTRATOR & LOOKDEV ARTIST

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🌐 magslloyd.com

SOFTWARE & SKILLS

- Autodesk Maya
- Unreal Engine
- Adobe Photoshop
- Substance Suite
- Premiere Pro
- After Effects
- IOS Procreate
- Communication
- Adaptability
- Dedication
- Passionate
- Detail-Oriented

EDUCATION

Texas A&M University

August 2021 - May 2025

- B.S. in Visualization

Akademie für Internationale Bildung, Bonn Germany

January - May 2024

- Study abroad experience exploring European animation techniques and video game history

AWARDS

Texas A&M University

May 2025

- Distinguished Student Award
- Outstanding Undergraduate Student

BAM! Animation Film Festival

December 2023

- Finalist for "Teach a Fish to Man"

Vizagogo

May 2023

- Best in Video Games for "Tunnel Vision"

INVOLVEMENT

TAMU ACM SIGGRAPH

- President (2025)
- Vice President & Treasurer (2024)

GIGAJAM (36 Hour Digital Creative Jam)

- Event Director (2025)
- Marketing Officer (2024)

Chillennium (48 Hour Game Jam)

- Worlds largest collegiate level student run game jam
- TV Officer (2025)

Texas A&M University College of PVFA

- Senior Class Student Representative

WORK EXPIRIENCE

2D Data Imagery Editor

Apple (Via Mindlance), Remote

July 2025 - Present

- Identified & corrected project issues by annotating imagery & editing 2D & 3D generated data.
- Communicated in a remote team environment to increase productivity & worked with project leads to effectively complete tasks assigned to our team.
- Used comparative analysis to establish consistency within product.

Production Assistant & Camera Operator

PBS KAMU-TV, College Station TX

March 2023 - July 2025

- Edited video content & created motion graphics for TV productions & social media platforms in Adobe Premiere & After Effects.
- Composed shots, recorded audio, filmed 70+ live productions, wrote scripts & gathered B-roll. Managed equipment safely & arranged studio sets.

Peer Teacher - Sophomore Game Studio and Life Drawing

Texas A&M University College of PVFA, College Station TX

August 2023 - December 2024

- Assisted Professors in teaching material & software to students.
- Provided feedback to student work in class & over office hours.
- Managed art studio equipment & arranged life drawing stages.

PROJECTS

"Texas Blind Salamander PSA" - ***Senior Capstone Film***

January - May 2025

- Responsible for all models, surfacing, layout, animation and compositing.

"Winded" - ***Summer Industry Course Short Film***

May - August 2024

- Created an Unreal Engine Environment for the purpose of filming live action footage in front of an LED Volume in a 10 week span.
- Served as Production Designer, Storyboard Artist, Lead Environment Artist, & assisted with production.

"Road Rave" - ***Visualization Studio Mobile Game***

August - December 2023

- Responsible for surfacing all 25 assets and creating all UI in a 14 week period.
- Served as Lead LookDev, UI/UX, & Concept Artist, and assisted in modeling .

"Teach a Fish to Man" - ***Independent 3D Short Film***

May - December 2023

- Served as Lead Prop LookDev Artist, Concept & Storyboard Artist, and assisted in layout, animation, character design and modeling.

"Tunnel Vision" - ***Visualization Studio Demo Game***

August - December 2022

- Served as LookDev & UI/UX Artist, and assisted with modeling, layout and concept.