

Megan Cheever
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Objective

To work in the game industry as a character/costume concept artist

Work History

Contract Concept Artist

October 2015-Present
Daybreak Game Studio, *DC Universe Online*
Orthographic concepts for player costumes

Associate Concept Artist

August 2014-October 2015
Cloud Imperium Games, *Star Citizen*
NPC and Player Character costume concepts for the Persistent Universe
Breaking down outsource concept art to fit our purposes
Look-feel/visdev concept art in addition to production concept art

Contract Illustrator

August 2015 – September 2015
Hi-Rez Studios, *Paladins*
Card Illustration

Illustrator

January 2015 - February 2015
CGC Games, [*Rise of the Paragons*](#)
Card Illustration

Lead Artist

October 2012 – September 2014
CGC Games, [*Terrene Odyssey*](#)
Card Illustration

Education

Academy of Art University, *BFA Illustration*
San Francisco, California
- Class of 2014, Illustration & Visual Development
- Student Representative Fall 2013 – Spring 2014
- Spring Show 2013