Priscilla McGann

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Portfolio

tomorrowwillbesunny.com

Links

in /Priscilla McGann

/youmus_spooky_wifi

@CuLightSource

Accomplishments

One Club Client Pitch Finalist, One Club 2017

Effie Semi-Finalist, 2017

Top 5 Ad Senior Show, FIT 2017

#TYPE Exhibition, FIT 2016

Education

Major Advertising Design BFA
FIT 2015-2017, NY

Major Communication Design Foundation AAS
FIT 2013-2015, NY

Minor Psychology
FIT 2013-2016, NY

Minor Creative Technologies
FIT 2013-2017, NY

Study Abroad Japanese Conversation
Bunka University 2015, Tokyo

Work Experience

Video Editor at Censored Gaming, Current – Works as a member of the team to create informational videos on gaming, technology and media trends for a successful YouTube channel. Responsibilities include audio editing, image, and music research to implement while simultaneously dealing with YouTube's adpocalypse and copyright policies.

UX Intern at Vaudeville Ventures, Spring 2017 – My fondest memory of VV is the first of many empanadas. Responsibilities included sitemaps, wireframes, information architecture, and learning wordpress on the fly.

Freelance Multimedia Designer, 2016-2017 – I'm always open to hear someone's story. Because of this, I enjoyed meeting with clients. Work included animation, art direction, graphic design, file conversion, illustration, and determination to solve any problem.

Character Developer at Boss Inc Games, 2014-2016 – Lead developer of 4 characters with a final deliverable of 40+ page PDF with 'classified' & 'public.' I went beyond what was asked to become a key team member and went on to help manage the team and establish a robust work culture. Also, set project goals to create a fun and cohesive gameplay.

Programs	Creative	Skills
Adobe InDesign CC	Graphic Design	Research
Adobe Photoshop CC	Game Design	Troubleshooting
Adobe AfterEffects CC	Character Design	Organized
Adobe Illustrator CC	Web Design	Adaptability
Media Encoder CC	Pre and Post Production	Time Management
Adobe Premiere Pro CC	Branding	Work well under pressure
Adobe Audition CC	Illustration	Teamwork
Adobe XD CC	Creative Writing	Detail - Oriented
Google Slides	Storyboarding	Communication
Microsoft Powerpoint	Animation	Problem Solving
Keynote	UX, UI, and Wireframing	
Sketch	CSS, HTML, and JQuery	
Figma	Photography	
Github	Video Editing	
Wordpress		

Extracurricular

Game Dev– Work with both game developers Hourai Teahouse and NitorInc on extensive game collaborations where feedback is imperative. For Game Jams, we work closely with programmers to ideate, then work collectively to produce game branding, PR, and design direction.

eSports– As one of the team's shot-callers, I developed an aptitude for split-second decisions and made it a priority to make sure we still had fun and remained level-headed in stressful situations.

Sci-Fi & Anime Club– In my defense, I gave the Ad club a try. There was a lack of diversity which bred groupthink. Yet in the run of the mill Sci-Fi and Anime Club, business and creatives from different mindsets got along.