



# Priscilla McGann

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## Portfolio

[tomorrowwillbesunny.com](http://tomorrowwillbesunny.com)

## Links



/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 adpolypse 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

Adobe InDesign CC

Adobe Photoshop CC

Adobe AfterEffects CC

Adobe Illustrator CC

Media Encoder CC

Adobe Premiere Pro CC

Adobe Audition CC

Adobe XD CC

Google Slides

Microsoft Powerpoint

Keynote

Sketch

Figma

Github

Wordpress

## Creative

Graphic Design

Game Design

Character Design

Web Design

Pre and Post Production

Branding

Illustration

Creative Writing

Storyboarding

Animation

UX, UI, and Wireframing

CSS, HTML, and JQuery

Photography

Video Editing

## Skills

Research

Troubleshooting

Organized

Adaptability

Time Management

Work well under pressure

Teamwork

Detail - Oriented

Communication

Problem Solving

## 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.