



Priscilla McGann

(631) 408-1128

PriscillaMcgann@gmail.com

[LinkedIn](#)

Portfolio

tomorrowwillbesunny.com

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 – Helped make informative videos on gaming, technology, and media trends for a popular Youtube channel. Responsibilities include audio editing, finding media, images, and music 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 – In charge of 4 character developments with the final deliverable of a 40+ page pdf with 'classified' & 'public' details on the characters whose development I was in charge of. I went beyond what was asked to become a key member and helped lead the team and establish culture. Goals for the project to create a fun and cohesive gameplay. It was an adventure for sure.

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– Assist with massive game collaborations such as Hourai Teahouse and NitorInc in a where feedback is imperative. For Game Jams, I work closely with programmers to ideate, then work on design, PR, and visuals.

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

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.