



Priscilla McGann

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Portfolio

tomorrowwillbesunny.com

Links



/Priscilla McGann



/youmus_spooky_wifi



@CuLightSource

Awards

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 dealing with YouTube's adpolycypse and copyright policies.

UX Intern at Vaudeville Ventures, Spring 2017 – Worked as a member of the creative team to design and produce sitemaps, wireframes, information architecture, and WordPress sites with feedback from the Art Director and Senior Designers. Projects ranged from simple websites to complex 3-way user systems.

Freelance Multimedia Designer, 2016-2017 – Held meetings with clients to discuss work on anything needed. Common projects included animation, design, motion graphics, illustration, and determination to solve any problem that was presented.

Character Developer at Boss Inc Games, 2014-2016 – Lead developer of four characters. Set project goals to create a fun and cohesive gameplay through player experience, visual design, theme, and overall feel. 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.

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
InVision
Google Slides
Microsoft Powerpoint
Microsoft Office
Acrobat
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
Typography

Skills

Research
Troubleshooting
Organized
Adaptability
Time Management
Works well under pressure
Teamwork
Detail - Oriented
Communication
Problem Solving
Curious
Creative
Conceptual Thinking

Extracurricular

Game Dev – Work with both game developers Hourai Teahouse and NitorInc on extensive collaborations where feedback is imperative. For Game Jams, work closely with programmers to ideate, then work collectively to produce game branding, PR, UX, websites, and design direction. In addition, adapt to any development platform when necessary.

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

Sci-Fi & Anime Club – Supported club officers throughout the years to create an atmosphere of diveristy between business and art students. Discussed the world-building, interactions, writing, archetypes, and direction that bring different genres to life.