

Hannah McGill

Illustrator

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EDUCATION

2009 BA: Illustration
Oklahoma State University

2013 Continuing Studies
New Mexico State University

SKILLS

Tech Workplace	Creative Workplace	Software
Remote Collaboration	Thumbnailing	Adobe Illustrator CC
Rapid Prototyping	Sketching	Adobe Photoshop CC
Iterative Process	Revisions	Adobe InDesign CC
	Hotkeys	
Familiarity with:	Graphite	Familiarity with:
HTML/CSS/JS	Charcoal	Adobe Flash CC
Java (Processing)	Watercolor	Processing
	Scratchboard	Unity

EXPERIENCE (7 YEARS)

2012-2016 H. McGill Illustration
Clients: Google, Disney, Oracle, Houghton Mifflin & Harcourt, Drexel University, Oklahoma State University, New Mexico State University, various startups
Artist and writer for RAWR! Dinosaur Friends (rawr.hannahmcgill.com), a multimedia webcomic franchise with over 1300 subscribers.
Collaborator on design styleguide for a game industry veteran's tablet game.
Sketcher of concept art for environments and UI styling elements.
Tester of in-progress drafts of the app.
Designer and illustrator of mobile app assets using proprietary software, seen by over 2000 daily active users (DAU) at its peak.
Collaborator on dozens of complex, officially-licensed print products: Marvel, Doc McStuffins, Disney Princesses, Planes, Monsters University, and Sofia the First under the guidance of an art director and a variety of corporate styleguides.

2016 Oracle
Created twenty icons for internal and external use with Oracle.
Applied advanced Illustrator techniques for pixel-perfecting and producing icons.
Followed styleguide with art direction.

2016 Houghton Mifflin & Harcourt
Lead environment artist for educational 'GoMath' app.
Producer of over 200 individual vector assets for a severely docked deadline.
Remote collaborator on a team that included over 10 years of animation experience in cartoons, video games, and editorial media.

- 2010-2012 Google (Contracting for Globe Consultants)
Icon designer on product viewable by millions of users.
Collaborator on 2 other internal mobile apps available to 30,000 employees.
Illustrator for BlogSpot's revamped registration process.
Illustrator for internal signage projects used by over 200 employees.
- 2014-2015 New Mexico State University Media Productions
(Contractor)
Clients: Oklahoma State University, Drexel University
Lead designer in hackathons on mobile, tablet, and PC apps.
Collaborator on in-house educational mobile app products (Math Snacks, Media Production branding), one of which was featured on National Public Radio (NPR).
Lead designer on outsourced projects (National Chili Pepper Institute, SNAP-Ed, US National Homeland Security).
- 2009 Internships:
International Ground Source Heat Pump Association
Universal Limited Art Editions

EXTRACURRICULAR

Women Who Code

Attended JavaScript, Unity, and Python study groups. Collaborated on front-end dev problems

Game Developer's Conference 2015

Volunteer

Pitched and demoed 'Super Slam Dunk Touchdown', an indie game by Rick Felice, to wanderers on the exhibit floor.

Comic Convention Artist Alleys

TopatoCon, DINK Denver, Fanime, Animation on Display, AwesomeCon, Emerald City Comic Con, Small Press Expo, Alternative Press Expo, Silicon Valley Comic Con, San Francisco Comic Con, and Big Wow!

Pitched RAWR! Dinosaur Friends with fellow artist Sarah Schanze (Thistil Mistil Kistil) in the company of artists that I've admired for years.

Bay Area Sequential Artists

Managed week-long 'NanoMango' event for artists to convene in different coffee shops around Berkeley and work on personal projects.

Completed NanoMango challenge: 30 pages sketched in thirty days.

Coursera/Self Study

Flash character animation

Digital painting

Unity 3D

3D modeling in Cheetah3D