



HANNAH MCGILL (H. MCGILL)
hello@hmcgill.art
<http://hmcgill.art>
Phone calls by appointment only

EDUCATION

2009	<i>BA: Graphic Design: Illustration</i> Oklahoma State University	2012	<i>Continuing Art Studies</i> New Mexico State University
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SKILLS

<i>Art</i>	<i>Computer</i>	<i>Workplace</i>
Digital Painting	Photoshop CC	Remote, Short Term Contractor
Lettering	Illustrator CC	Familiar with Art Direction/Editing
Portraiture	InDesign CC	Attentive to Deadlines
Comic Layouts	Mac OS	Communicative
Print Pre-Press	Wordpress	Working Knowledge of Coding

EXPERIENCE

2012-2019 *H. McGill Illustration*
Clients: Scholastic, Houghton Mifflin & Harcourt, Google, Disney, Oracle, Drexel University, Oklahoma State University, New Mexico State University, various startups

Small Press Projects include the *RAWR! Dinosaur Friends* webcomic and digital painting series and an upcoming graphic novel called *Warlock'd*.

2018-2019 *Scholastic*
I re-letter the popular Dog Man graphic novel series in Spanish. Accomplishments include fitting Spanish phrases into speech bubbles, creating sound effects that match the originals aesthetically, and hand-drawing big, bold letters according to art direction.

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

2012-2016 *Google, Disney, Oracle, et al.*
Various handling of original content creation, official licenses (Marvel, Disney's *Planes*, *Doc McStuffins*, *Sofia the First*), and iconography work.