

Morghan Gill

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<https://www.linkedin.com/in/morghangill/>

<http://www.mogiarts.com> (public facing portfolio)

<https://www.mogiarts.com/copy-of-portfolio> (password required)

## Work History:

**Independent Freelancer** (Jan 2010 – present) – Freelance Character Designer

- *Client list includes Cartoon Network, DisneyTV, Mattel, Hasbro, Jax Pacific, Spinmaster, Blizzard, Gameloft and more*

**WTG Enterprises** (Mar 2023 – Apr 2023) – Character Designer (Short term contract)

- *Freak Brothers*

**Cartoon Network Studios** (Feb 2022 – Jan 2023) – Freelance Character Designer

- *What a Cartoon* – worked on 3 unreleased animated shorts

**Bento Box** (Sept 2021 – Oct 2022) – Character Designer

- *Housebroken*

**Warner Brothers** (Mar 2021) – Freelance Character Designer

- *Animaniacs*

**Bento Box** (May 2020 – Dec 2020) – Character Designer

- *The Prince*

**Hasbro's Allspark** (Oct 2019 - Feb 2020) - Character Designer on an unannounced feature

**FoxNext Games** (Mar 2014 – Sept 2018) – Senior 2D Artist / Lead UI Designer

Responsible for creation and lead of UI designs for games and prototypes. Worked closely with designers on UX & UI flow. Additional work on 2D art assets ranging from concepts to marketing materials.

- *Marvel Strike Force* – Senior 2D artist / Lead UI Artist
- *This Means War!* - 2D artist / UI Artist
- *Outcast Odyssey* – Lead UI/UX Artist

**Bad Juju Games** (Nov 2013 – Feb 2014) – Senior 2D Production Artist

Created art assets and designs for mobile and Facebook games with a focus in UI/UX

- *Hot Wheels Showdown* – 2D artist and UI/UX artist

**FoxADHD** (Jul 2013 – Sept 2013) – Character Designer on “*High School USA!*”

**Geewa Games LLC** (Apr 2013 – Aug 2013) - Lead Artist & Consultant

- *Munchie Mania* – Lead Artist
- *Unannounced Project* - Consultant

**Super Play Games** (May 2011 – May 2013) -2D Artist

Responsible for creating and contributing to character concept, UI design, background design and character & effects 2D animation.

- *Cosmonauts* – Artist / Animator
- *Sky Defenders* – Artist / Animator
- *Epic Heroes* (unreleased) – Artist / Character Designer
- *Munchie Mania* (unreleased) – Art Lead
- *Tower Champions* (unreleased) - Visual Development

**Production Intern “Symbiotic Titan” | Cartoon Network** (Summer 2010)

Responsible for assisting Production Team and training on Production pipe-line.

**Skills:**

- 15+ years experience working in Photoshop
- Proficiency in Illustrator, ShotGun, Maya, InVision, ToonBoom, Microsoft Office Word, Excel, Powerpoint and similar programs
- Experience working as a character designer in tv animation, feature animation, toy design and video games
- Ability to work on projects during all stages of development: from pitch to production.
- Skilled in working on designs while keeping in mind and flagging possible design issues that may present themselves further along in development (ie: modeling, animation, etc) and coming up with creative solutions and options
- Research skills as it relates to world building, storytelling and design
- Excellent draftsmanship skills with focus on anatomy and volumetric design as it translates to 2D or 3D designs
- Skilled in all areas of character design including turnaround, facial expressions, character poses, storytelling beats, costume design and mouthcharts
- Strong sense of design and style with a focus on versatility, innovation, and appealing designs with a distinct visual language.
- Art lead experience working with, managing and directing outsource artists.
- Excellent interpersonal skills with the ability to communicate and articulate ideas clearly and quickly, be it verbally, written, or graphically.
- Great organizational skills and work ethic. Eager to learn and work with others to accomplish a common goal.
- Works well in a collaborative environment
- Experience working within existing and established styles with a wide range of intellectual properties

**Education:**

Laguna College of Art + Design (2007-2010)  
BFA in Character Animation