

# McKENNA MURPHY

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## OBJECTIVE

I am a current Master of Entertainment Arts and Engineering production student at the University of Utah, seeking an opportunity to utilize my skills and gain hands-on experience. I desire to enhance my knowledge and proficiency in the games industry in order to prepare for my future career.

## SKILLS

- Communication
- Managing
- Scheduling
- Collaboration
- Resourceful

## SOFTWARE

- Proficient in Adobe Suits
- Proficient in Microsoft: Word, Excel, Teams
- Experienced in Miro
- Github
- Perforce

## WORKS IN GAMES:

**Stick and Bug (2025)** – *Producer, Sound Designer*

Mobile Game, Unity Engine, GitHub, Time Restrictions.

**Familiar Memory (2025)** – *Producer*

VR Game, Educational, Unreal Engine, GitHub, Photoshop, Time Restrictions.

**Sherlock Holmes: The Perfect Crime (2025)** – *Producer, 2D Artist*

Puzzle Game, Unreal Engine, Perforce, Photoshop, Time Restrictions.

## WORKS IN FILM:

**Sage Hen (2025)** – *Producer, Director, Writer, Editor*

Awards: SUU Best Cinematography, HPIFF Best Student Film, YOFI Official Selection, Tucson Film Official Selection, WRTIY Official Selection

**Ripple (2025)** – *Producer, Cinematographer*

Awards: SUU Best Screenplay

**Fallout and Flowers (2025)** – *Producer*

Awards: SUU Best Documentary, DOCUTAH Official Selection

## EDUCATION

### **Southern Utah University**

BFA Filmmaking 2021 – 2025

GPA: 3.9 Summa Cum Laude

### **University of Utah**

MEAE Producing (In Progress)

August 2025 – Current

## WORK

### **Vineyard Dental**

Marketing Manager

2025 – Current

### **Southern Utah University**

Graphic Designer

2023 – 2025

### **Cinemark Spanish Fork**

Assistant Manager

2020 – Current

