

McKENNA MURPHY

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

