

EMMA MCCRORY

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Portfolio: emmamccrory.com

FILM INDUSTRY INTERNSHIPS:

Starburns Industries Animation Development Internship

Spring 2025, Burbank, California

- Took notes on behalf of Starburns Industries during Animation pitch meetings with companies including Sony and Warner Brothers Entertainment
- Created artistic pitch decks for future animated projects
- Completed script coverage for animated TV treatments, animated pilot scripts, and feature scripts

Aggregate Films Development Internship

Spring 2025, Burbank, California

- Completed timely script coverage and notes for TV pilot scripts, feature scripts, and books
- Shared thoughts and critiques about slated projects with producers and executives

EXPERIENCE:

Texas Student Television

Fall 2021 - Fall 2024, Austin, Texas

- Was voted to and volunteered as the Executive Producer, Artistic Director, Actor, Writer for 'And We're Rolling', an unscripted Multicam Table-Top Roleplaying Web Series
- Designed, built, and painted set pieces and props used in 'And We're Rolling' features
- Wrote 2 Episodes of 'To Die For' and handpicked the series costume designs and design motifs

LEAD Family Orientation Internship

Summer 2024, Austin, Texas

- Worked as a part of the New Student Services department at UT Austin and managed a team of Orientation Leaders in order to plan, execute, and refine orientation event plans
- Practiced spontaneous problem-solving during the course of the event

Blanton Museum of Art Gallery Assistant

Summer 2023, Austin, Texas

- Shared the Rules and Regulations of the Blanton Museum with Guests
- Worked to set up and run specialty events within the museum

CREATIVE WORK

Freelance Digital Illustration and Short Story Commissions

2015 - Present, Remote

- Create unique portraits and short stories of fictional characters, people, and pets
- Execute critiques from clients to ensure their product was to their liking in a timely manner

Anne and Mary's Quest for Booty - Independent Video Game Artist

Spring 2025 - Present, Burbank, California

- Conceptualize, design, and execute visual storytelling for a platformer video game
- Collaborate with a 30+ person game development team and maintain a consistent vision

Titanomachy - Video Game Cutscene Animatic Project

October 2023, Austin, Texas

- Fully Illustrated in Procreate and voice acted in a 3 minute long Concept animatic

Candlelight Museum - Video Game Cutscene Animatic Project

May 2024, Austin, Texas

- Wrote, directed, edited, voiced, and fully illustrated a 3 minute long animation using Adobe Premiere Pro, Adobe Audition, and Procreate

Chicken Bowl - Student Short Film

May 2023, Austin, Texas

- Wrote, directed, produced, and edited the absurdist comedy film

Laughs and Shadows - Student Thesis film

October 2022, Austin, Texas

- Worked in Production design and picking color pallets for the production, 30+ Person crew

SKILLS AND INTERESTS

- Adobe Suite, Procreate, ToonSquid, Microsoft Office, Google suite, Sketchup Pro, Final Draft
- Interests Include Character Design, Comedy writing, Fashion and Art history from the 19th and 20th centuries, Ragtime and Jazz music, Improv comedy and going on long walks

EDUCATION:

The University of Texas at Austin, B.S. in Radio-Television-Film

UTLA Semester in Los Angeles Program

Graduation: Spring 2025