

Morgan Caviness

- Multidisciplinary graphic designer and digital artist with nearly a decade of experience designing and producing visually compelling media across digital, print, and interactive mediums.
- Leverages a background in solo video game development to bring a technical edge and strong technical knowledge.
- Demonstrates deep knowledge of typography, composition, and color, methodology and systems.

Work History

Fresco's Cocina Mexicana

Expediter | Cashier | Host | Server

June 2018–Aug 2022

Alpine Shooting Range

Range Officer

September 2020–July 2021

Torchy's Tacos

Expediter | Cashier

September 2021–September 2022

Gumby's Pizza

Delivery Driver

May 2023–April 2025

Hopdoddy

Fry Cook

April 2025–July 2026

Volunteer Work

San Marcos Seventh-day Adventist Church

February–July 2026

- Directed and operated weekly live stream broadcasts using OBS Studio, seamlessly managing camera operation, graphics overlays, and scene transitions in real time.
- Monitored and balanced multi-channel audio feeds while maintaining active camera operation, ensuring consistent sound quality and clean frame compositions.
- Delivered reliable live broadcasts to remote church members week-to-week, troubleshooting live technical issues under real-time production constraints.



Skill Set

Graphic Design

Adobe Suite | Affinity

Typography

InDesign

3D-Modeling

Blender

Coding & Scripting

HTML | CSS | Blueprints

Video Editing

DaVinci Resolve

Live Stream & Video-Production

OBS Studio

Video Game Development

Unreal Engine 5

Featured Work

Digital Bazooka

Logo | Animation

2025

- Designed a scalable logo and built a custom animated intro sequence for the Digital Bazooka podcast.
- Edited and mixed the accompanying audio, layering sound design cues to sync seamlessly with the visuals.
- Rendered and formatted the final video and audio assets to deliver a polished, platform-ready show opener for digital platforms.

Cully Bubble

Video Game

2026

- An original children's pixel-art mobile game designed for non-overstimulating play.
- Responsible for the entire design and release pipeline—from visual asset creation, UI/UX architecture, animation, and coding to engine implementation, beta testing, and Google Play Store deployment.

E-Typewriter

Software | Hardware

2025

- Designed and built a standalone electronic typewriter that bridges digital writing functionality with custom hardware design.
- The development process centered on 3D CAD modeling, iterative 3D-printing, and component integration.
- Housing a 7-inch display and Raspberry Pi micro-computer in a custom-3D-printed enclosure designed to sit alongside an external keyboard.
- By combining parametric CAD design with rapid prototyping, the project yielded a distraction-free, single-purpose terminal tailored for immediate focused writing.

Please visit MorganCaviness.com to see my projects!

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