Quinn McMahon

Interactive Media BSc 3rd Year Undergraduate

[Portfolio](#) • [Linkedin](#)

quinn.mcmahon@gmail.com

Creative thinker with a broad skill set, covering 3D and 2D art, graphic design and illustration, programming and interaction design, game design, and more. Strong ability to work across disciplines and communicate with teammates and clients. Proficient leadership skills, able to coordinate and align teams toward project goals and delegate tasks for effective workload distribution. Capable of presenting ideas in a succinct and digestible manner. Flexible, able to adjust to different workflows. Enthusiastic about conceptualising and bringing cohesive ideas to life with digital tools.

SKILLS

Illustrator	Unity	Visual Studio (Code)
Photoshop	Github	C#
Blender	Plastic SCM	HTML
Substance Painter	Unreal Engine 5 (Learning)	CSS
Premiere	Audition	Javascript
After Effects	XD	Java (Processing)

EDUCATION

University of York • *Interactive Media BSc (Hons)*   Sep 2021 - Present

- Predicted 1st.
- Received department prize for "achieving the highest stage one average on the Interactive Media programme"
- Example interactive projects & portfolio links
  - *Rebound Rush*: momentum-based 3D platformer where the player bounces to move
    - lead designer, level designer, programmer
    - Deliverable earned 79 mark for cohesion and production quality
    - Group project, featured in [Aesthetica Short Film Festival 2023](#)
  - *Peripheral*: atmospheric horror game where things change when out of view
    - Earned 95 mark for environment and experience design
  - *Dream Game*: cohesive audiovisual thematic design to create a dreamlike experience
    - Earned 83 mark for design quality and strong atmosphere

Staples High School   Aug 2017 - Jun 2021

- SAT 1520
- GPA 4.1
- 1st Honours every quarter, all grades.

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EXPERIENCE

Graduate Work Ready Bootcamp · *Bootcamper*
Nov 2023 - Mar 2024, York

- Selected to take part in the Graduate Work Ready Bootcamp, a 16 week bootcamp to prepare graduates to work in the UK's game industry
- Completed two-day live session, rapidly prototyping and playtesting two board games
- Attended weekly online sessions with insightful industry talent and local industry events
- Produced on a live brief with a team of five, organising the team to meet tight deadlines

XR Stories · *Studio Technician*
Sep 2023 - Dec 2023, York

- Studio technician at XR Stories research and development lab
- Developed on four client briefs, modelling environments and props for immersive theatre projects, educational games, and a VR film
- Collaborated closely with clients, partners, and other interns to iterate upon designs, delivering high-fidelity prototypes and an animated logo

AudioLab · *Assistant Game Artist*
Jun 2023 - Jul 2023, York

- Assistant game artist for the project ParkVR, a meditative, interactive park experience built for standalone VR
- Ideated interaction concepts with supervisor to develop a cohesive experience
- Designed and arranged park environment, modelled and optimised park assets, and created 2D graphics including a logo

School of Arts & Creative Technologies · *School Representative*
Jul 2022 - Jul 2023

- Student representative for Theatre, Film, Television, & Interactive Media in the School of Arts & Creative Technologies at the University of York
- Communicated student voices at Board of Studies, listened to student feedback, and updated students on School news and events
- Co-chaired Student Voice Forum, where students and staff meet to discuss School issues

Interactive Media Showcase Committee · *Graphic Designer*
Nov 2021 - Present

- Member of the Interactive Media Showcase 2022, 23 & 24 Design Committee at the University of York
- Designed logos, 2023 email banner, mascots, 2022 awards, placeholder avatars, and committee merchandise in Illustrator; modelled and animated awards in Blender