

Quinn McMahon

Game Designer

quinn.mcmahon@gmail.com • [linkedin](#) • [portfolio](#)

Creative thinker with a 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 collaborate with teammates and clients. Capable of presenting ideas in a succinct manner. Eager learner, able to adjust to different workflows. Enthusiastic about conceptualizing and bringing cohesive ideas to life with digital tools.

Experience

Founder, Game Developer • *Point Reverie* Mar '24 - May '25

- Ideated a stylised surreal world, curating moodboards, drafting storyboards, and sketching concept art for the 3D platformer about anxiety, [Bound](#)
- Produced a vertical slice with picture-book inspired animated character and a dreamy, low-res atmospheric environment

Bootcamper • *Graduate Work Ready Bootcamp* Nov '23 - Mar '24

- Selected to take part in the [Game Republic Graduate Work Ready Bootcamp](#)
- UI and environment artist on a live brief with a team of five, developing from provided concept artwork
- Received positive feedback from the brief provider's art director on the quality of UI assets and environment lighting produced

Studio Technician • *XR Stories* Sep '23 - Dec '23

- Developed on four client briefs, modeling environments and props for immersive theater projects, an [educational game](#), and a VR film
- Collaborated closely with clients, partners, and other interns to iterate upon designs, delivering high-fidelity prototypes

Assistant Game Artist • *AudioLab* Jun '23 - Jul '23

- Environment artist for [ParkVR](#), a meditative, interactive park experience built for standalone VR to create a space in virtual reality where people who cannot attend a park in person can enjoy a similar experience
- Designed and arranged park environment, modelled and optimised park assets

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Skills

Blender	Unity	C#
Photoshop	Substance Painter	HTML
Illustrator	Figma	CSS
Premiere	Audition	Javascript
After Effects	FMOD	Java (Processing)

Education

University of York • Bachelor of Science Interactive Media with Year in Enterprise
Sep '21 - Jul '25

- Received the Tudor prize for best weighted average across all department programs in the third year of University
- Predicted first-class honors, 100th percentile in cohort, graduating July 2025
- Interactive Media Individual Project:
 - Designed the Surrealist video game [Lucid Assemblage](#) using mixed media techniques
 - Modelled stylised characters and environments in Blender and implemented non-Euclidean space in Unity
 - Earned an 87 mark as “one of the most intellectually outstanding” projects ever on the Interactive Media programme
 - Featured in the [2025 Interactive Film and Media Conference](#)
- Advanced 3D Production for Interactive Environments:
 - Built the interactive diorama [Hearth](#), inspired by miniature photography, stop motion animation, and nostalgia for New England autumns
 - Focused on evoking a cohesive, hand-crafted aesthetic with particular attention to materials, lighting, and post-processing camera effects
 - Earned an 78 mark for its attention to detail and “ambitious workflows and design approaches”
- Interactive Media Group Project:
 - Lead designer, level designer, and programmer on [Rebound Rush](#), a momentum-based 3D platformer where the player bounces to move
 - Deliverable earned an 79 mark for cohesion and production quality
 - Showcased at the [Aesthetica Short Film Festival 2023](#)