

# Quinn McMahon

## Digital Designer

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Creative thinker with a skill set covering graphic design, responsive web design, interaction design, and more. Strong ability to work across disciplines and communicate with teammates and clients. Capable of presenting ideas in a succinct manner. Flexible, able to adjust to different workflows. Enthusiastic about conceptualizing and bringing cohesive ideas to life with digital tools.

## Experience

### Founder, Game Developer

Mar 2024 - Present

*Point Reverie*

- Founder of solo game development studio Point Reverie
- Iterated wordmark, logo designs, social media banners and brand guidelines
- Built brand by designing responsive company website in Figma and setting up online marketing channels

### Graphic Designer

Nov 2021 - Jun 2024

*Interactive Media Showcase Committee*

- Member of the Showcase 2022, 23 and 24 Design Committee at the University of York
- Designed logos, 2023 email banner, mascots, 2022 awards, placeholder avatars, and committee merchandise in Illustrator; modeled and animated seven awards in Blender
- Created 2024 committee merchandise in Blender and Photoshop

### Bootcamp Member

Nov 2023 - Mar 2024

*Game Republic Graduate Work Ready Bootcamp*

- Attended weekly online sessions with insightful game industry talent and in-person industry events
- Produced on a fast paced live brief with a team of five, organizing the team to meet tight deadlines
- Won award for Great Northern Games Discord (GNGD) logo design

### Studio Technician

Sep 2023 - Dec 2023

*XR Stories*

- Studio technician at XR Stories research and development lab
- Developed on four client briefs, modeling environments and props for immersive theater 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

## Skills

Adobe Creative Suite, Illustrator, Photoshop, XD, Premiere, Figma, HTML, CSS, Javascript, visual design, UI, UX

## Education

### University of York

Sep 2021 - Present

**Bachelor of Science** Interactive Media with Year in Enterprise

Received prize for best weighted average across all department programs in third year of University

Predicted first class honors (approximately 4.0 GPA)