

# 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)

100th percentile in cohort