

Logan Quinn

PROFESSIONAL EXPERIENCE

Freelance Designer

EvoEco · September 2017 – Present

EvoEco produces and maintains interactive waste systems that utilize monitors and scale data to facilitate proper waste disposal. Work with lead designer and engineers to produce visual assets including storyboards, animations and core video experience.

UW Undergraduate Research Assistant

Division of Design · June 2016 – August 2017

Key projects include designing and updating the UW Design Alumni Blog and developing digital software tutorials and materials for junior and senior level classes. Also responsible for creating 2D and 3D exhibits of student work, oversight/maintenance of design studio spaces, and general design faculty support.

Design Help Desk Consultant

University of Washington · April 2016 – August 2017

The Design Help Desk is a free tutoring service offering design advice and guidance to UW students (undergraduate and graduate), staff and faculty. I was responsible for meeting with clients and advising them on their visual communication design strategies and execution, setting the Design Help Desk schedule, and training other design consultants.

Interaction Design Intern

CIRG · June – September 2016

The Clinical Informatics Research Group designs and maintains health information systems for public, clinical, and global health projects. Worked with head user experience engineer to rebuild public facing website, generate wireframes and motion prototypes, and test current application builds.

EDUCATION

B. Design, Interaction Design

University of Washington, 2017
School of Art, Art History & Design
3.84 GPA · Dean's List 11 quarters

loganquinn.org · loganq@uw.edu

SKILLS

Technical skills

Motion Design, Design Research, Physical Prototyping

Software

Adobe CC, Sketch, Cinema 4D, Origami

Coding

Arduino, Processing, Java, HTML / CSS, JavaScript