

Logan Quinn

PROFESSIONAL EXPERIENCE

UW Undergraduate Research Assistant

Division of Design · June 2016 – Present

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 – Present

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

NOTABLE PROJECTS

Smart Bins

UW + EvoEco · July 2016 – Present

Smart Bins is an interactive waste system designed by two faculty members in the UW Division of Design (Karen Cheng and Kristine Matthews). The system has been recognized and published by SEGD, *Communication Arts*, UCDA and Kimberly-Clark for excellence in design. Responsible for expanding existing videos and developing a new physical kiosk for the bins, in partnership with EvoEco, a UW startup that has licensed the invention.

Can't Look Away: The Lure of Horror Film

UW + MoPOP · April – June 2016

The Museum of Pop Culture is a nonprofit museum committed to contemporary music and culture. As part of a team, developed multiple concepts for new interactive experiences throughout the redesigned horror exhibit, including a physical space capable of generating soundscapes based on explorative touch.