

BRENDAN QUINLAN

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Graphic Designer – Concept Artist

SUMMARY

Creative and versatile design professional with a passion for transforming concepts into visually compelling experiences. Proven expertise in graphic design, UX/UI design, concept art, and illustration. Adept at utilizing industry-leading tools to create innovative and user-centric designs. Strong ability to collaborate with cross-functional teams to bring ideas to life. Possess a keen eye for detail, a deep understanding of design principles, and a commitment to staying current with emerging trends. Excels in translating client requirements into engaging visuals that resonate with target audiences. Dynamic problem-solver with excellent communication skills, dedicated to delivering high-quality designs that exceed expectations.

SKILLS

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|---------------------------------------|-----------------------|-------------------------------|
| • Graphic Design Software Proficiency | • Prototyping | • Problem Solving |
| • Typography | • UX/UI Design | • Computer Skills |
| • Digital Illustration | • Visual Development | • Microsoft Office |
| • Print and Digital Media | • Attention To Detail | • Good understanding skills |
| • Motion Graphic | • Industry Knowledge | • Interpersonal Communication |

CORE COMPETENCIES

- Ability to create visually appealing graphics for various platforms and mediums.
- Expertise in user-centered design principles and usability testing.
- Ability to visualize and communicate abstract ideas through visual storytelling.
- Creative concept ideation and development for diverse projects.
- Expertise in iconography, infographics, and other illustrative elements.
- Outstanding team-oriented problem-solving, organizational, and time management abilities.
- Up-to-date with the latest design trends and industry best practices.
- Excellent speaking, listening, and verbal communication skills.

EXPERIENCE

MITA Studios | Sydney, Australia

Concept Artist | Nov 2022 - Feb 2023

- Produced high-quality concept art, including character designs, environments, and key assets, contributing to the overall visual direction of projects.
- Facilitated effective communication between concept art and other departments, fostering a collaborative environment that streamlined asset creation pipelines.
- Illustrated and conceptualized game mechanics and interactive elements, providing a visual roadmap for the development team.

Informa Connect | Sydney, Australia

Digital Content Creator | Mar 2022 - Aug 2022

- Developed engaging and visually appealing digital content for various platforms, including social media, websites, and email campaigns.
- Worked closely with cross-functional teams, including marketing, design, and product development, to align content with overall business objectives.

ACEL | Sydney, Australia

Design and Communications Assistant | April 2021 - Mar 2022

- Collaborated with the marketing team to create visually compelling graphics and designs for ACEL's promotional materials, including brochures, banners, and social media posts.
- Provided design and communication support to cross-functional teams within ACEL, fostering collaboration and contributing to the overall success of projects and initiatives.

ACTIVE LEADERSHIP EXPERIENCE

CREATOR

Ubisoft Creator Program | May 2023 – Present

UBISOFT STAR PLAYER

Ubisoft Star Player Programme | July 2022 – Present

MODERATOR

Ubisoft ANZ Discord server | July 2021 – Present

PORTFOLIO LINKS

CONCEPT ART

<http://bit.ly/3PAIjrj>

GRAPHIC DESIGN

<http://bit.ly/47k4sQT>

ILLUSTRATION

<https://bit.ly/3sFaDzN>

EDUCATION

Western Sydney University

Bachelor of Design (Visual Communication) | 2016 - 2020

REFERENCES

Available upon Request