ARTIST
ANIMATOR
JOEL QUINN
VIDEO EDITOR
BRAND DESIGNER

SENIOR GRAPHIC DESIGNER
Digital & Motion

QUINN

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SOFTWARE PROFICIENCIES

- After Effects
- Premier Pro
- Photoshop
- Illustrator
- InDesign
- Blender 3D
- Figma
- Unreal Engine 5

Over 10 years of design experience working with in-house and external agencies to develop high performing digital and social ads. Special focus on digital and Motion. I have worked with major IPs like The Voice, Marilyn Monroe, The Blues and many others. I bring a strong focus on goal based design with an emphasis on being able to tell a story. I lean heavily into the psychology of design principles to achieve the desired results.

EXPERIENCE

EverCharge   2025 –

Senior Creative Designer

- Brand focused: Oversee the creation and evolution of brand guidelines to maintain brand consistency and to continuously make small adaptions to retain relevancy.

- Digital and Print: Designed static ads for digital and print use for multi focused campaigns using Illustrator, Indesign and Photoshop.

- Web Design: Designed front end design of website using Figma and supervised dev team to maintain design consistency during it's implementation into HubSpot.

- Motion Graphics: Built motion graphics for informational purposes as well as marketing utilizing industry tools such as After Effects, Premier and Blender 3D.

EquipmentShare   2022 – 2024

Motion Graphics Designer | Video Editor | Web Content Manager

- Designed Content Pipeline: Designed and implemented CMS with integrated Webflow systems to meet content team needs for SEO and brand awareness.

- Project Lead: Led a team in redesigning the careers page using Figma and Webflow, achieving a 90% application completion rate. Revamped online rental solutions pages for B2B sales, driving a 25% increase in regional rental quotes.

- Leadership and Results: Worked with junior designers to iterate production pipelines with Adobe Creative Suite for one off projects and long term initiatives. Increasing output by up to 31%. Worked with Parts Supply department to design ads with strong CTA to achieve a conversion rate increase of up to 50%.

- Video & Motion graphics Production: Edited, color graded and mixed audio for long and short form videos that helped build brand identity and followers on social platforms. Modeled, rigged and textured product 3D models for use in web pages and promotional ads, both static and animated.

Digital Design

Motion Grapihcs

Animation

Brand Design

Digital Ads

Print Design

3D Design

Video Editing

IGT   2015 — 2022

Motion Graphics Designer | Senior Graphic Designer

- Leadership: Led UX and art direction for the Missouri Lottery app, boosting accessibility and engagement, with an 18% rise in reward use and 31% more logins. Drove innovation through regional meetings, improving product delivery and expanding offerings.

- Technical Knowledge for Engaging Designs: Designed high-quality retail ads for GT20 and GT28 vending machines using After Effects, Photoshop, Illustrator, and Blender 3D. Optimized GIF and WEBM formats for efficient delivery over proprietary networks. Led internal efforts to transition from GIF to WEBM, enhancing system performance, reducing file sizes, and improving graphic uality.

- Print Design: Designed print and marketing materials for retail, conventions, and social gaming, including playslips, POS displays, and branded apparel. Created training materials in InDesign and collaborated with suppliers for proof approvals and stakeholder sign-off.

- Animation: Created industry-leading Keno show animations on tight deadlines using Adobe Creative Suite,Blender 3D, Flash, and ActionScript—delivering themed monthly shows for holidays, seasons, and promotions.

EDUCATION

Johnson County Community College   2006 — 2008

Graphic Design

Awards

Gold Award — Employee of the year

IGT

5X Silver Award — Employee of the month

IGT

Special Recognition — Motion Graphics

Equipment

Interests

Art

Games

Godzilla

Excercise