

michelle quinn

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graphic designer & illustrator

2011 BA in Communication Design with the option in Graphic Design at California State University Chico with a minor in studio art.

j o b s

In-house Graphic Designer at SaltWorks Inc, Woodinville WA, October 2016 to March 2020.

Started as a junior designer and ended up at a mid-senior level on the close knit Marketing Team before being laid off due to the COVID-19 pandemic. Work spanned just about everything from packaging design, catalogs and other print collateral to photography and web design.

In-house Graphic Designer at Murphy's Magic, Rancho Cordova CA, February 2013 to July 2016.

Made graphics and creative concepts of all sorts including web design, print, product identity and illustration, for the largest wholesale magic supply company in the world.

Lived, worked, and traveled in New Zealand, December 2011 to December 2012.

Multimedia Instructor at Aim Higher, Roseville CA, July 2011 to December 2011.

Director of large multimedia and design projects at a day program for disabled adults. These projects included a zombie film, digital art and t-shirt making, photography, and one beautiful year book.

Art Intern at Fifth Sun, Chico CA, March to June 2011. *Fifth Sun is a leading supplier of graphic apparel for the retail clothing industry, headquartered in Chico. Artists design and draw original and licensed t-shirt art. They gain extensive knowledge of printing, design, embellishment and fabric capabilities.*

Design Intern, Interactive Department at New Wave Entertainment, Burbank CA, June to July 2010. *Created professional illustrations and designs for multiple projects including work for the movie "Inception".*

Design Intern at VideoEgg, San Francisco CA, June to August 2009. *VideoEgg, now Say Media, creates cutting edge, interactive ads for the internet. This internship primarily involved producing static mock-ups to sell ads to clients.*

Animator/Writer for The Sims Played by Campaign by EA Games and Weiden+Kennedy Advertising Agency, January 2007. *One of three animators selected to create a promotional, animated video for The Sims 2 Seasons Expansion Pack. This project was highly collaborative and extremely fun.*

a w a r d s

Shown multiple works at the Annual California Conference for the Advancement of Ceramic Art (CCACA) in Davis, 2008. A selection of sculpture in ceramics was chosen to be shown at this massive annual show along side amazing artists such as Richard Notkin.

Won the 2008 Kingsley Merit Award from the Kingsley Art Club. One winner chosen per college.

Flash animation featured on Youtube.com under the category of art and animation.

Received the Hallberg Endowment from Sierra College for outstanding artwork in multiple mediums.

Won a Scollie Award and an honorable mention at the annual Sierra College Scollies Film and Animation Festival.

Second place in an official character design contest held by Warner Brothers and judged by Tim Burton for a re-release of the Nightmare Before Christmas in 3D.

p r o g r a m s

HTML / CSS
Photoshop
Illustrator
Indesign
Premiere
Flash Animation
Corel Painter
Autodesk Sketchbook
Microsoft Suite
Windows or Mac OS