

## Skills & Summary

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Sean is a high-caliber graphic designer, illustrator, and brand strategist specializing in logo, identity design, packaging, and more. He's an adept creative thinker and all-around problem-solving, creative partner with a knack for being able to embed within almost any team to provide a valuable creative lens and output. With over a decade of combined freelance, agency, and in-house experience, He's learned how to translate client goals and expectations into beautiful and functional design for the modern world and meaningful touchpoints that can connect with audiences and drive KPIs. Currently based out of Milwaukee, WI. Sean is the founder of seanquinn.studio where he continues providing his services on a freelance or contract basis while continuing to maintain a prolific art and illustration practice. Sean is the only two-time winner of the Ravinia Festival poster contest, a sell-out poster artist for LoveMPLSParks and the founder of ParkLoveMKE, an apparel brand in support of Milwaukee County Parks. Sean's website is [www.seanquinn.studio](http://www.seanquinn.studio) and his email is [hello@seanquinn.studio](mailto:hello@seanquinn.studio).

## Education

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Bachelor of Fine Arts | Graphic Design ..... University of Minnesota – Twin Cities | 2010–2014

## Experience

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Freelance & contract designer, illustrator and brand strategist. .... July 2023 — present  
The Studio of Sean Quinn | Milwaukee, WI | [seanquinn.studio](http://seanquinn.studio) (1 month)

Established a business to provide design services for agencies, brands, and individuals. Services include design for print, digital, social media, video, animation, and illustration. Engaging in one-off projects or longer contract periods. Notable clients include Washington Post Creative Group & Studio MPLS.

Senior Graphic Designer ..... March 2022 — July 2023  
Thiel Brand Design | Milwaukee, WI | [thiel.com](http://thiel.com) (1 Year 4 months)

Served as senior graphic designer on the creative team and spearheaded projects of all types for both B2B and B2C clients to create works that spanned print and digital realms—from large format environmental graphics to email campaigns and websites. Served as staff photography expert—shooting and editing photos and video for clients like Sheboygan Paint Company, Marlin Technologies, and Snap-On Tools. From October until the spring, I served as creative director in addition to my existing duties after our acting CD left the company. At that time, I brought two, simultaneous logo redesign projects to completion with one cited as the reason for additional business the company was offered later.

Creative Designer ..... April 2021 — March 2022  
So Good Brand Inc. | Minneapolis, MN | [sogoodsoyou.com](http://sogoodsoyou.com) (1 year)

Served as designer, art director, copywriter, photographer, videographer, content creator, illustrator for the brand as it experienced some of the fastest-growth seen by a privately held company in the Twin Cities from 2018–onward. Helped develop a usable brand guidelines, an asset library, and a “template-ized” packaging system for rapid updates and production. Was responsible for shooting product photography, designing content for social channels, maintaining contact with vendors, attending press checks, and acted as food stylist, shopper, and art director for photoshoots.

Multimedia Graphic Designer (Dual Role) ..... March 2017 — April 2021  
Institute on the Environment (IonE), University of Minnesota | Saint Paul, MN | [environment.umn.edu](http://environment.umn.edu) (4 years 1 months)  
Ensia Magazine | Saint Paul, MN | [ensia.com](http://ensia.com)

Served as designer, illustrator, photographer, videographer, production and asset manager for the institute while serving as staff designer and editorial illustrator for the in-house environmental publication, Ensia Magazine. Managed and developed the IonE Brand guidelines, asset library, programmatic sub-branding, as well as a template and file management system to be used by the over 200 employees and affiliated scholars and scientists within the Institute. Developed a variety of logos and graphics for clients within the institute such as the Speaking Science series and a conceptual model for a winning NSF Grant Proposal. Designed or sourced imagery for over 300 articles including securing contracts from photojournalists and remotely directing photoshoots across the country.

Graphic Designer ..... Aug 2014 — March 2017  
IN Food Marketing & Design | Minneapolis, MN | [infoodmarketing.com](http://infoodmarketing.com) (2 years 8 months)

Developed design solutions for B2B and B2C clients within the food and foodservice industries. Clients include General Mills, E&Cs Snacks, and Marzetti Foodservice. Collaborated with members of a small-multidisciplinary team to design packaging, print, web, and photography assets for use in a variety of applications from direct mail to video games for teaching bakers how to use new products. Had the opportunity to design several retail food packages, tradeshow booths, and truck wraps. Spearheaded the design and development of the Crunchlab initiative for General Mills—a campus dining concept for driving bulk cereal sales to foodservice operators. The concept won out in an open proposal call for innovative marketing concepts for all segments within the company.

Graphic Design Intern ..... May 2013 — May 2014  
UMN Recreation and Wellness | Minneapolis, MN | [recwell.umn.edu](http://recwell.umn.edu) (1 year)

Production Manager ..... May 2011 — May 2013  
The Wake Student Magazine | Minneapolis, MN | [wakemag.org](http://wakemag.org) (1 years 6 months)