

Quinby Duble | Designer

I am a detail-oriented product and industrial designer with a robust background in mechanical engineering, 3D visualization, and creative direction. My passion for beauty and user-centric design leads to outcomes that balance form, function, and sustainability. I moonlight as a film photographer.

CONTACT

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EXPERIENCE

Studyo London - Digital Creative and 3D Designer 2025

- Modeling 3D logos for use in branding, studio launch, and website design
- Transforming the values and aesthetics of the agency into tangible, ready-to-use digital assets
- Producing a variety of animations to provide an asset bank of branding material for social media and advertising use

SEIZE Magazine - Freelance Cover Designer 2025

- Working with SEIZE founders to produce a direction and concept for the cover of SEIZE Issue 2
- Converting concepts to 3D outcomes and working with key stakeholders to iterate through to the final version
- Post processing and animating final pieces for cover, social media, and launch event visuals

Gerrys Hot Subs - Manager 2025

- Overseeing front of house staff and chefs
- Ensuring compliance with local council and health codes
- Working with GM to plan and receive orders, maintaining stock at all times

Maya Menon Studios - Freelance Website Designer 2024

- Helping founder to create the visual aesthetic of the studios brand
- Working with in-house designers to create color palettes, logo concepts, and social media presence
- Understanding desired clientele and tuning final UX/UI to fit and draw in that client base

THEODÓRA ALFREÐSDÓTTIR - Design and Manufacturing Intern 2023

- Worked directly with the studio director across multiple home product projects from conception to consumer ready product
- Responsible for conducting relevant market research informing initial iteration and project direction
- Used traditional and digital sketching and modeling methods to develop and iterate viable concept designs
- Utilized in-house workshops and liaised with external manufacturers to fabricate finalized designs

WOWHAUS - Junior 3D Designer and Visualizer 2020-2022

- Translated and developed initial concepts into fully realized CAD models
- Worked with experts to create elegant yet functional solutions to complex engineering problems
- Created 2D technical drawings for use in final manufacturing
- Produced fabrication templates, on location stills, and animated 3D visuals for use in project proposals and client discussions

Hannah Beatrice Quinn - Apprentice 2019

- Learned the basics of studio management and preparation to facilitate safe and efficient work
- Assisted the designer in manufacturing processes such as constructing jigs, preparing material, and organizing stock
- Utilizing workshop equipment to manufacture, finish, and assemble final products

References available upon request

SKILLS

Technical

Sketching
Modeling
Woodworking
Metalworking
Additive Manufacturing
Visualization

CAD

Rhino 3D
Grasshopper
Solidworks
Blender

Rendering

Keyshot
Blender
Vray

Adobe Suite

Adobe Photoshop
Adobe Illustrator
Adobe Lightroom
Adobe Premier Pro
Adobe Indesign

EDUCATION

Central Saint Martins, UAL

BA Product and Industrial Design
First Class Honors

Rhode Island School of Design

Product Design Short Course

Stevens Institute of Technology

One year of study

Lick-Wilmerding High School

High School Diploma

