Luke Winn Senior Designer

Contact

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Education

Buckinghamshire New University High Wycombe, Buckinghamshire, UK 2011—2015

> Animation, Interactive Media, Graphic Design (Bachelor of Arts with Honours)

Employment

DesignStudio Senior Designer New York, USA 2021—present

> Clients worked with include: EA Sports (Electronic Arts) **Orangetheory Fitness** Riot Games LoL/League Championship Series Riot Games LoL/Wild Rift + Regional Brands Alludo (FKA Corel) Virgin Rho Banking Uber EA FC Pro EA FC Pro World Championships **Xeal Energy** LIV Golf VCS (Vietnamese Championship Series) **NWSL** Mozilla Theorem Mindot

Main Role & Responsibilities

Acted as Design Director on multiple projects ensuring creative ambition and quality are met. Performed as a Senior Designer on projects such as Orangetheory, Riot Games: League Championship Series & Alludo leading the creative output of projects through every stage and supporting any design related tasks; from immersion to strategy to creative expression and through to implementation. Projects include full rebrand to brand extensions and campaigns. Tasks include generating interesting creative work with strong conceptual and strategic foundations, managing and distributing work within the team overseeing design work to ensure the creative brief is fully explored from concept to completion.

Awards: Nomination for Transform Award for rebrand work with Orangetheory

Employment cont.

Freelance Design London, UK 2020—2021

Main Role & Responsibilities

Led brand identity work across sport & entertainment clients with a focus on system creation. Created a sub-identity for AB InBev's esports platform from naming & strategy through design toolkits & asset delivery. Curated a season-long template system for the Premier League, setting direction from functional broadcast needs to expressive campaign applications. Partnered with Amazon Sport during Premier League & Champions League windows to deliver bespoke & reactive visuals for broadcast, product & social.

Premier League Designer / Design Lead London, UK 2015—2018

Main Role & Responsibilities

Sole in-house designer for three years, first to utilize the new brand & bring touchpoints to life across digital, editorial & partner channels. I served as the central output for visual content, covering web, app UI & social, created toolkits to scale production, delivered partner campaigns with Nike & EA Sports, and led the extension of the brand for the USA market while aligning creative with product, content & commercial goals. Alongside these, I worked to illustrate all complete kit assets for each team every season for use across PL Fantasy, match-day app usage and NBC Sports broadcasts.

Sony Sports / Pulselive Designer London, UK 2018—2020

> Clients worked with include: World Rugby FC Barçelona Brighton & Hove Albion FC Premier League Expedia Australian Football League

Main Role & Responsibilities

Worked with in-house UI/UX to translate the identity into cohesive web & app experiences, building component libraries & motion principles. Produced illustration, iconography & graphic toolkits and contributed to product design across different platforms.

Software Skills

Working Knowledge of: Adobe Creative Suite including After Effects, Figma Suite including Figma Slides, Blender, Spline, Google Suite, Apple Suite including Keynote.

Familiar Knowledge with: Languages HTML/CSS, JavaScript, Git, Microsoft Office Suite, Framer

Mentoring

Mentoring programs include; DesignStudio mentoring program with Mindot teaching brand practices through weekly classes and feedback sessions.

Misc

Writing and creating live experimental projects through brand established as Dial Tone. Creating characters and products exploring themes of bureaucracy, civic identity, and absurdism through interactive design. Project was designed to function as a calling card for creative collaborations, merging humor, design craft, and cultural commentary.