

# 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

### Maya Menon Studios - Freelance UX/UI Designer 2024-2025

- Helping founder to create the visual aesthetic of the studio's brand
- Working with in-house designers to create color palettes, logo concepts, and social media presence
- Creating reusable motion graphic assets for website, social media, and presentations
- Understanding desired clientele and tuning final UX/UI to not fit and draw in that client base

### 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

### 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 design

### 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

### Design Software

Photoshop  
Illustrator  
Lightroom  
Premier Pro  
Indesign  
Figma

## 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

