



CONTACT

M Quinn
631-525-7824
mquinn@mquinndesign.com
www.mquinndesign.com
linkedin.com/in/mquinndesign

EDUCATION

RISD
BFA in Furniture Design
2011

TRAINING + CERTIFICATIONS

OSHA 10
CalFire 2 Card
ATF 33 Permit
ATF 20 License
Basic Electricity & Electronics
Harassment Prevention
Hazard Communication
Violence Prevention

MEMBERSHIPS

IATSE 44
ASEPO

PROFESSIONAL SKILLS

Creative Problem Solving
Research & Development
Project Management
Sourcing & Logistics
Budgets & Invoicing
Scheduling & Timelines
Vendor & Client Relations
Concept Presentations
Permitting Applications

PROFILE

Lead designer and project coordinator with a proven ability to deliver immersive spatial concepts and custom fabrication solutions, driving projects seamlessly from initial concept through prototyping to final implementation. Possesses an in-depth mastery of materials properties, structural systems, and project management built on seventeen years of cross-disciplinary experience across technical trades, a professional studio practice, and custom entertainment builds. Combines a rigorous foundation in fine art with an established record of proactively mitigating technical risks ensuring complex project builds are completed efficiently, safely, and on schedule.

EXPERIENCE

Special Effects Coordinator, Business Manager

MADFX, Los Angeles, CA | 2018–present

Manage business, coordinate builds, in-house and on-location shop and service operations for a premier practical special effects company.

- Coordinated end-to-end project management, proprietary budgets, and critical path timelines for custom fabrication builds under strict entertainment industry deadlines.
- Recruited, staffed, and supervised cross-functional teams of fabricators and technicians, managing shop dynamics and safety.

Special Effects Foreman

IATSE 44, Los Angeles, CA | 2015–present

Headed up shop and on-set build crews to construct advanced practical effects, custom props, and machinery layouts for major motion pictures.

- Analyzed scripts and shooting schedules to manage department budgets, actively leading production meetings and conducting critical safety walkthroughs
- Interpreted complex blueprints and mechanical drawings to safely direct teams fabricating advanced rigs, structural elements, and heavy equipment layouts.
- Oversaw the full prototyping and testing lifecycle, transitioning intricate physical mechanisms seamlessly from initial design and shop development to live operations on set.

Prop Maker

IATSE 481, Quincy, MA | 2013–2015

Constructed set builds and elements, executing advanced welding, carpentry, rigging and blueprint translation.

TECHNICAL SKILLS

Welding & Metal Fabrication
(MIG | TIG | STICK)
Carpentry & Construction
Electrical Wiring
Plumbing
Mechanical Systems
Pneumatics
Painting & Finishing
Molds & Casting
Landscaping Design & Install
Textile & Leatherwork
Adobe Suite
(Photoshop | Illustrator | InDesign)
Graphic design
Model Making
Technical Renderings
Illustration
Microsoft Excel
Microsoft Word

EXPERIENCE continued

- Executed on-set practical effects and specialized natural elements such as rain, wind, fire and snow effects under compressed, fast-moving production schedules.
- Participated in continuous production testing and material R&D to ensure on-set safety and structural integrity during high-action sequences.

Welding Gang Boss

IATSE 481, Boston, MA | 2014

Set up and directed welding shop operations, managing in-house builds, and set installations while reporting directly to construction coordinator.

- Interpreted architectural blueprints and technical drawings to delegate complex fabrication tasks based on rigorous assessments of team members' technical abilities.
- Enforced shop and employee safety best practices, performed strict quality control inspections on all completed builds, and managed heavy machinery maintenance and repair.

Designer

Quinnessential Design, Providence, RI | 2011–2013

Founded and operated an independent custom fabrication and design studio producing public sculpture, ornamental/functional architectural elements, custom furniture and lighting fixtures.

- Developed spatial concepts and project bids, delivering polished client presentations to municipal entities and private collectors.
- Managed end-to-end execution involving fine carpentry, technical metal fabrication, and local zoning/building code adherence.

Design Mentor, Instructor

Artists For Humanity, Boston, MA | 2011

Mentored and trained emerging creators in three-dimensional design through balanced instruction incorporating technical fabrication, safety practices, and professional client relations.

- Directed youth creators in the end-to-end design, build, and installation of "AFH the Store," translating creative concepts into a functional retail environment.

Artist, Instructor

The Steel Yard, Providence, RI | 2008–2013

Advanced from shop assistant to technical instructor for adult welding and metal fabrication classes and acted as an independent contractor for the public projects department.

- Created comprehensive course planning and provided hands-on instruction in machine operations, facility upgrades and structural safety.
- Contracted by the City of Providence as a public artist and designer, delivering large scale public works that successfully connected community spaces with interactive art and design.