

Quinn R McSherry

Production Designer and Art Director

Local 800 IATSE

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Summary

Quinn R. McSherry is an experienced designer with an extensive background in fabrication and construction. Originally starting in art department as a sceneshop painter, he worked his way up through fabrication to art direction and production design. He has been employed as an illustrator, portrait artist, foam sculpter, scenic painter, greensman, costume electronics and lighting, 3d render artist, visarch specialist, VFX artist, and zombie extra. His eclectic background gives him hands-on experience with every department he works with.

Skills

Programs-

Photoshop, Blender, Adobe Illustrator, DaVinci Resolve
Adobe InDesign, Corel Painter, SketchUp, Zbrush, Affinity Photo,
Google Sheets,

Professional skills-

Construction budgeting, script breakdown, 3d set environment
and character design, 3d animation, illustration, schematics,
scenic paint, carpentry, foam sculpture, blacksmithing,
fine carpentry, luthier, miniature design and fabrication,
photo editing and alteration, ink illustration, mural design.

Projects

Art Director "Legend of the White Dragon" Feature Film, Director: Aaron Schoenke

Production Designer "Spin the Bottle" Feature film, Director: Gavin Wiesen

Production Designer, "Prince EA Vs. Depression" Director: Spencer Sharp

Production Designer "The Package" Passionflix, Director: Louise Alston

Production Designer "Sexy Scrooge" Passionflix, Director: Louise Alston

Production Designer "Just Say When" Passionflix, Director: Louise Alston

Production Designer "Holiday Lift" Passionflix, Director: Louise Alston

Production Designer "The Merry Mistake" Passionflix, Director: Louise Alston

Assistant Art Director "Tom Swift" CW/CBS Viacom Designer: Charles DeBoub

Education

Associate of Arts Degree Fine Art Illustration,
AAU San Francisco, CA