



andylynch.ie
0866636978

Dublin / Cork
hello@andylynch.ie



Multimedia Designer with 4+ years industry experience working in the Digital Media industry in both agency & publisher environments.

Currently working as Multimedia Designer for Maximum Media. I have further expertise in many more areas of the industry. Such as 3D design, motion graphics, video editing & UX.

EXPERIENCE

Multimedia Designer

Maximum Media

May 2016 - Present Dublin, IE

Maximum Media is Ireland's leading digital publisher and home to lifestyle brands such as: JOE, SportsJOE, Her & HerFamily. I acted as the lead designer from May - December 2016 in which time I was POC for the design needs of 140 staff in 2 countries.

- Production of all digital advertising materials.
- Contributed to several award-winning campaigns for both our house brands & a range of clients.
- Design of online and offline creative campaigns that always exceed client's expectations.
- Production of motion graphics & animated material for many leading global consumer brands.
- Overall sales resource, crucial to the execution of professional client proposals and pitches.

Graphic Designer

Media Manager

November 2012 - November 2015 Cork, IE

Media Manager is a creative marketing agency that I joined on work placement. I was promptly made a permanent employee after proving my ability. I designed corporate material for a varied client-base ranging from hospitality to financial sectors.

- Designing artwork for a range of media - print, social & web.
- Idea creation - working with the team to come up with engaging marketing campaigns for clients.
- Creating artwork to meet the needs & requirements of clients & account managers.
- Fast turnaround of quality artwork in a pressurised environment.



EDUCATION

Multimedia BA (Hons) Cork Institute of Technology

September 2013 - May 2017



The Multimedia BA in CIT ultimately allowed me to develop a strong understanding of Media Design and determine the career path I wanted to pursue.

I took a particular interest in modules such as Interface Design, Design Methodology, Media Design Usability & Time-Based Media Design.

My final year project **GRIP** is a group project in which we are developing a game control system that aids stroke patients' physical recovery in an enjoyable gamified manner.

SKILLS

PROFESSIONAL	TRANSFERRABLE
Visual Creativity	Problem Solving
Layout Optimisation	Time Management
Colour Theory	Attention To Detail
Typography	Initiative
3D Design	Teamwork

ACHIEVEMENTS



Currently 1 of 50 groups shortlisted for Enterprise Ireland's 2017 Student Entrepreneur Awards - Rapid Response

Also obtained 4 awards in total during the 2015 Microsoft Imagine Cup competition for app development & design as one third of the team Rapid Response.

We were one of 150 semi-finalist groups picked from over 360,000 entrants. An incredibly exciting & challenging learning experience.



Pitch Video
Challenge
Global Winners



World
Citizenship
National Winners



Blueprint
Challenge
Runner-Up



UX Design
Challenge
Runner-Up



Microsoft

ImagineCup