

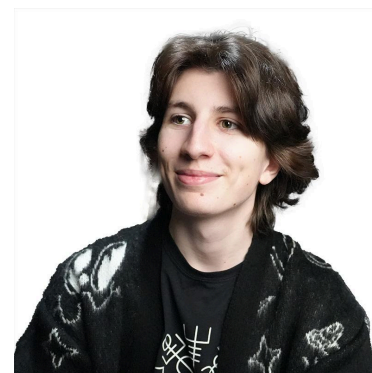
# JOSHUA MCGILL

Technical Artist | 3d Modeling | AAA Games

07460 825 662 | [Joshua@joshuamcgill.com](mailto:Joshua@joshuamcgill.com) | London / Huddersfield

PORTFOLIO: [joshuamcgill.com](http://joshuamcgill.com)

DOB: 29th Sept 2004



## SUMMARY

Passionate 3D Technical Artist with AAA game project experience. Proficient in industry-standard 3D workflows and technical scripting in game engines. Currently studying a BSc (Hons) in Technical Art for Games and VFX at Escape Studios in London, developing advanced technical and artistic skills.

## SKILLS

3D Modeling | Texturing | Rigging | Animating | Level Design | Visual Scripting | Unreal Blueprinting

Software: Blender, Photoshop, Unreal Engine, Substance, ZBrush, Maya

Experience working in AGILE, SPRINT, and SCRUM frameworks | Fast, independent learner | Strong teamwork and communication skills

## EXPERIENCE

### Technical Artist Support

**Pitstop Productions** | February - June 2024

Project: Sony AAA title "Until Dawn"

- General bug fixing in Unreal Engine
- Updating cameras, locomotion, and collision detection.
- Refining game mechanics to enhance overall performance.

### Graphic Design & Admin

**Sax School Online** | June 2021 - Sept 2024

Software: Photoshop, Premiere Pro, Wordpress

- Designed YouTube thumbnails and blog updates.
- Assisted in live stream production and camera operation.
- Gained experience with WordPress and YouTube Analytics.

## EDUCATION

### BSc (Hons) Technical Art for Games and VFX

**Escape Studios, London** | September 2024 - Present

### Level 3 Games, Animation and VFX Extended Diploma

**Barnsley College, Barnsley** | September 2022 - 2024

Awarded Distinction for both Diploma and Extended Diploma.

### GCSEs

**Shelley College, Huddersfield** | September 2018 - July 2021

Notable Grades: Maths (7), Geography (7), English Literature (8), Physics (6), Art & Design (6)

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## PASSIONS

### 3D art and personal game projects

I am currently developing my own game in Unreal including designing characters and environments, animation and scripting. See my portfolio for more details: [www.joshuamcgill.com](http://www.joshuamcgill.com)

### Saxophone, Piano and composing

I enjoy learning alto saxophone, playing on my digital sax and piano. I have also composed some pieces for Game Projects in the past year (See "Ava's Quest" in my Portfolio).

### Bouldering

I'm an active member of our University climbing society and am a busy social indoor climber.

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## REFERENCES

### Dan Firth

Project Manager

(+44) 07815 727150 | [daniel.firth@barnsley.gov.uk](mailto:daniel.firth@barnsley.gov.uk)

### Jonathan Dobson

Barnsley College.

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