JOSHUA MCGILL

Technical Artist | Technical Game Designer | Gameplay Systems & Tools
07460 825 662 | joshua@joshuamcgill.com | London / Huddersfield
Portfolio: joshuamcgill.com

SUMMARY

Creative and technically minded Technical Artist with experience on AAA titles and a strong foundation in technical art. Skilled in building tools, gameplay systems, and visual scripting in Unreal Engine. Currently studying Technical Art for Games and VFX at Escape Studios, focusing on combining technical efficiency with creative design to craft engaging player experiences.

SKILLS

Technical: Unreal Engine, Blueprints, Visual Scripting, Optimization, Debugging, Rapid Prototyping
Game Design: Gameplay Systems, Level Design, Prototyping, Procedural tools
3D Art: Modeling, Rigging, Animation, Texturing (Blender, Maya, Substance, ZBrush)
Collaboration: Agile/SCRUM, Cross-Discipline Communication, Iterative Design
Software: Blender, Photoshop, Unreal Engine, Substance, ZBrush, Maya, Python, Houdini, C++, C#, Git, Perforce
Other: Fast, independent learner | Strong teamwork and communication skills

---

EXPERIENCE

Technical Artist Support
Pitstop Productions | February – June 2024
***Project**: Sony AAA title **Until Dawn** for PS5*
• 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 – Current
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

PROJECTS

Personal Unreal Game Project | Solo Developer, 2024–Present

• Designed and implemented core gameplay mechanics, AI logic, and interactive systems using Unreal Blueprints

• Created original characters, environments, and animations

EDUCATION

BSc (Hons) Technical Art for Games and VFX

Escape Studios, London (Degree awarded by Coventry University) | 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

PASSIONS

3D Art and Personal Game Projects

Currently developing my own Unreal Engine game, designing characters, environments, animations, and gameplay systems. See my portfolio for more details: www.joshuamcgill.com

Saxophone, Piano and Composing

I enjoy learning alto saxophone and piano, and have composed original pieces for game projects (see “Ava’s Quest” in my portfolio).

Bouldering

Active member of the University Climbing Society and an enthusiastic social indoor climber.

REFERENCES: Available upon request