**Jake McMillan –** Designer and Developer

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Recently completing my fourth and final year of BSc (Hons) Computing and Creative Design at Robert Gordon University, I have gained contemporary, practical knowledge across various multimedia and a strong work ethic, achieving consistently high grades. Ambitious and enthusiastic, I am ready to put my versatile creative skillset to the test - any opportunities will receive the same dedication and integrity I have for all my work.

## Education

**Robert Gordon University - BSc (Hons) Computing and Creative Design**  *September 2021 – May 2025*

**Mearns Academy**  *September 2015 – May 2021*

## Experience / Volunteering

**Crow House Film Accelerator**  *March 2025 - Present*

- Involved in the development and production of a short film locally in Aberdeen.

**RGU Computing Society**  *October 2023 – April 2025*

- Representing the creative disciplines (*Computing and Creative Design, Digital Media*) on the committee
- Contributions include organising, running and creating promotional graphics for society events
- Required strong communication and organisational skills
- Helped organise and run the 24-hours 2024 RGU Hack, featuring programming challenges and networking with industry sponsors.

**Class Representative**  *October 2023 – May 2025*

- Elected as class representative for my course and both Digital Media routes.
- This role's duties involve building a rapport with those on my course and similar, keeping them informed, engaged and relaying their feedback to staff in liaison meetings.
- Class Reps are occasionally included in decision-making regarding changes to modules going forwards – we need to be dependable and trustworthy.

## Skills

**Graphic Design** - Experience using the Adobe Creative Suite, primarily Illustrator, Photoshop and InDesign. In-depth understanding of design principles and composition techniques. Eye for detail, creating distinct, striking designs. Knowledge of user-centred design philosophies and accessibility considerations for best UX.

**Animation** - 2D animation in ToonBoom Harmony Advanced, 3D animation in Blender. Key understanding of the 12 principles. Strong illustration ability and concept development fundamentals. Honours project was creating hybrid-animated user interface.

**3D Modelling** - Skilled in creating detailed and textured assets, e.g. objects, characters and environments using Blender. Strong understanding of various 3D pipeline techniques, developing basic low-poly models into high-poly models. Also have experience with texture mapping and rigging skeletons for use in animation, VFX and game development.

**Web & Games Development** - Knowledge of coding languages including HTML, CSS and JavaScript. Developed personal portfolio website, considering responsive, mobile-first design. Game development using Unity and C# language, creating 2D, 3D and VR games using physics for collisions, other interactions.

**Filmmaking** - Familiar with the film production pipeline and experience operating filming equipment, directing a short film for coursework. VFX, e.g. chroma keying, colour correction and set extension in After Effects. Film editing using DaVinci Resolve.