

Jake McMillan – Multimedia Designer

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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 First-Class Honours. 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

BSc (Hons) Computing and Creative Design, First-Class Honours – Robert Gordon University, Sep 2021 – May 2025

Secondary Education - Mearns Academy, Sep 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.