

## JOHN MULCAHY

## 3D ARTIST

### PORTFOLIO

<http://johns3d.art>

### SOFTWARE

#### PROFICIENT

Maya, 3DS Max, Zbrush, Substance Painter, Photoshop, Unreal 4/5, Unity

#### KNOWLEDGEABLE

Perforce, Corona Renderer, Substance Designer, Topogun, Plastic SCM, Git

### SKILLS

- Hard surface modelling and sculpting including vehicles, weapons and props.
- Project organisation skills using software such as Jira.
- Model and texture optimisation for real-time games, VR, and AR applications.
- Strong knowledge in both procedural and custom texture creation.
- In-depth insight of game engine implementation.
- Extensive know-how of PBR Shader creation and a solid understanding of stylised techniques.

### EXPERIENCE

#### PLAYBOSS INTERACTIVE – SENIOR 3D ARTIST

November 2021 – Current

- Worked alongside Climax Studios to develop games and apps with clients such as Unity, Build a Rocket Boy and other AAA developers.
- Look Dev lead for Vehicle & Environment art on potential upcoming projects.
- Lead a small group of artist at a time in multiple areas.
- Wrote up job adverts and lead interviews for artist applications.
- Tutored Junior artists in aid of developing their skills in all aspects of 3D art creation.
- Worked with Designers and Art leads to create levels from concept to final art pass.

#### SIMBIN STUDIOS UK – VEHICLE ARTIST

August 2020 – September 2021

- responsible for the quality of all vehicles that entered the game (GTR3).
- Art outsourcing quality control.
- Daily tasks included Rigging, UV unwrapping, driver animation, game implementation, material creation, general bug fixes and project organisation.

#### BLOC DIGITAL – 3D ARTIST

April 2017 – July 2020

- All aspect of 3D asset creation, including any animations and lighting.
- Other responsibilities included: Corona rendering, particle effect creation, representing Bloc at marketing events, successfully communicating with a small team of programmers and artists, and work experience tutoring.

## EDUCATION

### UNIVERSITY OF DERBY - BA (HONS) - COMPUTER GAMES MODELLING AND ANIMATION

I graduated with a first-class degree, and my final major project was awarded "Game of the Show" and "Best Art" by Playground Games representatives.

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## PROJECTS

### AAA

- Everywhere
- Unannounced Sci-fi RPG

### AA

- GTR3

### MOBILE

- Neamo NFT App
- Rolls-Royce XWB Trainer (VR)
- Siemens Trainer (VR)
- Rolls-Royce Trent 700 Educational App (AR)
- Various Lubrizol Educational Apps (AR)

### OTHER

- Skyblivion Mod
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## REFERENCE

### ASH WEBSTER

Game lead at Playboss Interactive  
[ash.webster@playbossinteractive.com](mailto:ash.webster@playbossinteractive.com)