

Jake McMillan - Digital Designer

Portfolio: <https://jakemcmillandesign.com>

Contact: jakemcmillansr388@gmail.com | 07463 085589

LinkedIn: [linkedin.com/in/jake-mcmillan-b3a2422a5/](https://www.linkedin.com/in/jake-mcmillan-b3a2422a5/)

I am currently in my 4th year studying Computing and Creative Design (BSc Hons) at Robert Gordon University. I have gained relevant, practical knowledge across various digital mediums and achieved consistently high grades, passing second and third year with distinction. Ambitious and enthusiastic, I am interested in getting professional experience to hone my creative skills, e.g. graphic design, 3D modelling, animation and games development. I take my work seriously, but I also think it's important to have fun and experiment - I enjoy working in a bold style influenced by comics/manga and video games. Any opportunities would receive the same dedication and integrity I have for all my work.

Skills

- **Graphic Design** - Experience using the Adobe Creative Suite, primarily Illustrator, Photoshop and InDesign. In-depth understanding of design principles and composition techniques, e.g. contrast and visual hierarchy. Have an eye for detail and enjoy thinking outside the box, creating visually striking and sometimes interactive graphics for university coursework and to promote society events. Additionally have knowledge of user-centred design philosophies and accessibility considerations.
- **3D Modelling** - Skilled in creating detailed models, e.g. objects, characters and environments using Blender. Strong understanding of various 3D pipeline techniques, developing basic low-poly models into textured, high-poly models before post-processing to produce high-quality, photorealistic renders. Knowledge of optimisation techniques for Blender files, reducing their size and increasing render speed.
- **Animation** - 2D animation in ToonBoom Harmony Advanced and 3D animation in Blender. Key skills including an understanding of the 12 principles, strong illustration ability and concept development fundamentals, e.g. storyboarding and gesture sheets. Also adept in techniques to enhance visual storytelling, e.g. character design and cinematography.
- **Web Development** - Knowledge of coding languages including HTML, CSS and JavaScript, used in web development and programming modules. Developed my own portfolio website, considering functionality across different devices and accessibility across different users – Aiming for a quick, responsive site developed with mobile-first methodologies, using design theory for user-friendly UI/UX elements and easily readable, well-contrasting text. From this project, I gained some experience in SEO optimisation for Google.
- **Games Development** - Additionally have experience in game development using Unity and the C# language, creating both 2D and 3D games. Assets used in coursework were created by importing my own Blender models or photogrammetry scans.

Education

Robert Gordon University - Computing and Creative Design (BSc Hons)

September 2021 – Present

Mearns Academy

September 2015 – May 2021

Experience / Volunteering

Creative Representative, RGU Computing Society

August 2024 – Present

Represent the creative disciplines (e.g. Computing and Creative Design, Digital Media). Continuing on from third year, my contributions include event ideas and promotional poster graphics.

Third Year Representative, RGU Computing Society

October 2023 – August 2024

Held the position of Third Year Rep, creating graphics and promotional material on top of helping organise and run monthly events including a Halloween pub quiz, beginner-friendly Blender workshop and the annual 24-hour RGU Hackathon. This role requires the ability to communicate and collaborate effectively in a team. The Hack is the largest event of its kind in the North East of Scotland, providing participants with programming challenges and networking opportunities with various industry sponsors. The 2024 Hack had 200+ attendees, the highest on record, winning the Volunteer Project of the Year award from the Student Union.

Class Representative

October 2023 – June 2024

Elected as the class representative for my course last academic year. My class rep Duties involve liaising with those on my course, keeping them informed, engaged and relaying their feedback to staff in meetings. Class Reps are occasionally involved in decision-making regarding changes to modules going forwards – we need to be reliable and trustworthy.