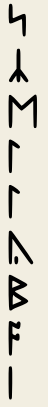




# JOHN MILLS

## 3D CREATIVE



### CONTACT

John Mills  
3D Artist  
jmills9619@gmail.com  
07944713637  
[www.skellyboi.com](http://www.skellyboi.com)

### DATE

05/08/2022

### Programs

Blender  
Adobe Photoshop  
Adobe InDesign  
Adobe Illustrator  
UE4  
Substance Painter  
ZBrush  
Maya  
3ds Max

### Statement

I am a junior 3D creative with 9 years of experience. I have primarily done solo work but have also worked in a large international team and I'm looking to get back into that team working environment that I enjoyed so much.

As an artist for BlackCat Entertainment I had to be flexible for meetings due to international time zones and produce my work from home on my PC. I also had to quickly learn how to change art styles as the project shifted rather early on from 3D to 2.5D pixel art.

Working outside of the digital realm, I have designed and sold my own line of 3D printed wallets and commissions.

I have a great love of 3D modelling and constantly work on projects within my own time, whether that's improving my anatomy skills, modelling spaceships and skeletons or learning new techniques such as creating a toon shader in blender along with other materials.

Star Wars CCG approached me and asked if they could use a render for their 18th set of cards which is available on their website.

- Low/high poly modelling
- Texturing
- UV mapping
- Rigging
- Weight painting
- Blender materials
- UE4 environment work
- UE4 nodes
- Animation
- Creative Writing

- Anglo-Saxon history
- Viking history
- Anglo-Frisian runes
- Elder Futhark
- Younger Futhark
- Learning Languages:
  - German
  - Swedish
  - Norwegian
  - Icelandic
- Old English
- Old Norse
- Main game: Destiny 2
- Top 3: Halo, GoW, Far Cry 3

Jacob  
Interactive Designer  
jayashrart@gmail.com

Futureworks  
BA (Hons)  
Game Art  
2015 to 2018

## Professional Experience

- Designed, 3D printed and sold my own line of wallets
- 3D modelling and printing commissions
- Rigging characters
- Making my own games
- Working collaboratively on games

## 2016 to present

- Responsible for the everyday running of the shop
- Cashing up and maintaining a float
- Having attention to detail while organising deliveries
- Strong communication skills when selling to customers
- Fixing or rectifying issues with e-cigs
- Training new employees to be able to work alone

2020 to 2021 (Project HunterXL halted)

- 3D renders to 2D pixel art
- Adapted to 2.5D pixel art after an art direction change
- Developed pixel based characters and environments
- Presented at meetings to show my work, establish ideas and suggest changes within the game



**JOHN  
MILLS**  
3D CREATIVE

— ۲۷ —