

Joshua Mulligan

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EDUCATION

B.S.in Game Design, Fitchburg State University, 2021, *cum laude*

Architectural 3D designer specializing in ADA-compliant environments, photorealistic visualization, and real-time-ready assets. Experienced with Blender, Unity, PBR material workflows, and Photoshop for high-impact client and marketing visuals.

WORK EXPERIENCE

Beyond View Inc

Remote

Technical Artist

Mar 2023 – May 2026

- Built detailed 3D environments from client-provided floor plans and finish schedules, ensuring full ADA compliance
- Digitally recreated medical offices, office buildings, lobbies, exterior environments, apartments, and laboratories
- Developed optimized, game-ready 3D assets, materials, and rigged props for real-time applications
- Rapidly prototyped internal projects using Unity (C#) and Blender (Python) to support design and development workflows
- Produced photorealistic panoramic renders and video content for client presentations and marketing use
- Recreated real-world materials and props with high visual accuracy using PBR workflows
- Retouched and enhanced client-provided imagery in Photoshop, including reflection removal and cleanup

Tricky Fast Studios, LLC

Remote, MA

Associate Producer | QA Analyst (Outer Wilds Switch Port)

May 2021 – Nov 2022

- Coordinated task tracking and assignment using Jira, supporting efficient collaboration across the development team
- Identified, reported, and investigated bugs and known issues throughout the development lifecycle
- Verified bugs and features using Unity and Nintendo Switch Dev Kits
- Communicated clearly and effectively with cross-functional teams, including developers, artists, and producers
- Participated in daily Agile scrum and standup meetings to support project planning and progress tracking
- Prototyped internal game concepts by creating custom animations, 3D models, UI elements, and gameplay features
- Wrote custom C# scripts in Unity to support gameplay systems and internal tooling
- Developed visual concepts and artwork for internal game storyboards and pitch materials
- Modeled, animated, and produced sound effects for the company logo animation
- Assisted with recruiting efforts by contacting potential candidates and coordinating interviews with senior staff
- Built and maintained a contact database to support senior management and hiring initiatives

Environmental Artist Intern | Game Design Intern

Jan 2021 – May 2021

- Rapidly learned and adapted to proprietary, in-house software and development tools
- Produced recorded video tutorials using a sample game to support training and knowledge sharing
- Created optimized, game-ready environment models and textures with a focus on performance and visual quality
- Performed voice-over narration for a game trailer used in internal and promotional materials

ADDITIONAL

Technical Skills: Blender, Substance Painter, Unity, Unreal Engine, Jira, C# Programming Language, Adobe Photoshop, Maya, Adobe Premiere, Davinci Resolve, Reaper, Audacity, AutoCAD, SketchUp

Soft Skills: Able to quickly adapt and learn new techniques and software, open to learning and taking constructive feedback

Hobbies: Playing guitar, Table-top RPGs, Videogames, Outer space