

Joshua Mulligan

[P: +17742109561](tel:+17742109561) | josh@joshuamulligan.com

LinkedIn: <https://www.linkedin.com/in/joshua-mulligan/>

Website + Portfolio: joshuamulligan.com

EDUCATION

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

3D generalist specializing in real-time-ready assets, photorealistic visualization, and full pipeline prototyping/game creation. Experienced with Blender, Unity, Unreal Engine, and PBR material workflows.

WORK EXPERIENCE

Beyond View Inc

Technical Artist

Remote

Mar 2023 – May 2026

- Developed optimized, game-ready 3D assets, materials, and rigged props for real-time rendering applications
- Accurately recreated medical offices, office buildings, lobbies, exteriors, apartments, and laboratories in a 3D environment
- Created documentation and guidelines for new tooling and workflow processes
- Built detailed 3D environments from client-provided floor plans and finish schedules, ensuring full ADA compliance
- Performed scene assembly, lighting, and environment composition for immersive visual presentations
- 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

Associate Producer | QA Analyst (Outer Wilds Switch Port)

Remote, MA

May 2021 – Nov 2022

- 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
- 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
- Identified bugs and verified features using Nintendo Switch Dev Kits and Unity
- 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
- 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, Git, C# Programming Language, Adobe Photoshop, Adobe Premiere, Davinci Resolve, Reaper, Audacity

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

Personal Technical Skills: 3D Animation, Character rigging, Unity Timeline Animation, Shader Graph, VR Development