JOHN MULCAHY

Senior Vehicle Development Artist · Specification & Development

Leamington Spa, UK · 07474 480808 · j.mulcahy@outlook.com
Portfolio: johns3d.art · ArtStation: artstation.com/j_mulcahy · LinkedIn: linkedin.com/in/john-mulcahy

PROFILE

Senior Vehicle Development Artist with 9 years' experience defining best-in-class vehicle art — pursuing real-life visual fidelity within real-time performance budgets. Setting vehicle art standards at Lighthouse Games, coordinating across 9 disciplines, acting as vehicle team lead covering manager absences, and reporting build progress directly to CEO and Senior Leadership.

KEY SKILLS

Vehicle Art & Content

- Hard-surface modelling & sculpting (vehicles, weapons, props)
- Model & texture optimisation for real-time games, VR and AR
- Procedural and custom texture creation
- PBR shader creation; solid grounding in stylised techniques

Standards & Mentoring

- Defining vehicle art quality standards & creative direction
- Cross-discipline coordination across 9 departments
- Mentoring & acting as team lead

CAREER HISTORY

Senior Vehicle Development Artist — 2 years

Lighthouse Games

- Defining vehicle art quality standards within an 11-person Vehicle Art team, balancing best-in-class visual fidelity against real-time performance budgets — with specifications signed off by cross-discipline leadership and used directly in decision-making.
- Acting as vehicle team lead during manager absences, covering day-to-day leadership of the team.
- Producing and delivering workflow seminars to outsource vendors, translating written specifications into presented, practical training.
- Travelled to Vietnam to audit an outsource art vendor on-site, cataloguing workflow issues and coaching their team on studio art practices; organised findings into prioritised Jira tickets and presented cross-discipline priorities to discipline leads on return.
- Coordinating daily across 9 disciplines — Vehicle Art, Vehicle Dynamics, Technical Art, Animation, Lighting, Material Art, VFX, Outsource Management and Production.
- Leading build reviews directly with the CEO and Senior Leadership Team.
- Hosting the Vehicle Art section of the weekly all-hands art showcase, and regularly presenting work and findings at studio all-hands meetings.
- Mentoring the full Vehicle Art team on craft, workload prioritisation and problem-solving; proactively leading cross-discipline meetings.
- Delivering critical-path work ahead of major publisher milestone showcases.

Environment Artist — 3 years

Climax Studios (formerly Playboss Interactive)

- Led Look Dev for vehicle and environment art on internal legacy projects, working with clients including Unity and Build a Rocket Boy.
- Led small artist teams; wrote job specifications and led interviews for artist hiring.
- Tutored junior artists and collaborated with designers and art leads from concept through final art pass.
- Built Nanite-ready assets and environments in Unreal Engine 5.

Vehicle Artist — 1 year

Simbin Studios UK

- Owned quality control for all vehicles entering GTR3 (Xbox/PC/PS4), including outsourced art.
- Delivered rigging, UV unwrapping, driver animation, in-engine implementation, and material creation across the vehicle roster.

3D Artist — 3 years

Bloc Digital

- Delivered end-to-end 3D asset creation (modelling, texturing, lighting, animation) across client apps for iOS, Android, and PC.
- Led Art on the Rolls-Royce VR Trainer — the largest VR training project Bloc had delivered — from a small in-house team.
- Worked with named clients including Rolls-Royce, Siemens, and Lubrizol on VR/AR training and educational applications.

SOFTWARE & TOOLS

Proficient: Maya · 3ds Max · ZBrush · Substance Painter · Substance Designer · Photoshop · Unreal Engine 4/5 · Unity

Knowledgeable: Perforce · Corona Renderer · Topogun · Plastic SCM · Git · Jira

SELECTED PROJECTS

AAA

- Unannounced title — Lighthouse Games — in development (NDA)
- Minds Eye — Build A Rocket Boy (PC/PS5)
- Exodus — Archetype Entertainment (PC/PS5)

AA

- GTR3 (Xbox/PC/PS4)

Mobile / VR / AR

- Rolls-Royce XWB Trainer (VR)
- Siemens Trainer (VR)
- Rolls-Royce Trent 700 Educational App (AR)
- Lubrizol educational apps (AR)

Other

- Skyblivion Mod

EDUCATION

- BA (Hons) Computer Games Modelling and Animation, First Class — University of Derby.
- Final major project awarded "Game of the Show" and "Best Art" by Playground Games representatives.