



ANDREW MCLELLAN

GAME DESIGNER & 3D ARTIST

PROFILE

Hello!

I'm Andrew McLellan, a Game Designer and 3D Artist with 5 years of experience in conceptualising, designing, visualising, building & shipping video games. Over this time, I've cultivated a diverse range of skills that reflect my passion for the industry.

My true passion lies in crafting mechanics and systems that interlock seamlessly to deliver highly satisfying gameplay experiences on PC, VR & mobile platforms. Additionally, I find great enjoyment in creating detailed 3D models, whether for immersive game worlds or cinematic movie projects, I'm always striving to enhance visual storytelling and bring concepts to life.

SKILLS

Design

- 5 Years of Design Experience
- Mechanic Design & Implementation
- Games Systems Design & Implementation
- Bespoke VR Interactions
- UI /UX Design
- Story Boarding
- Motion Capture Pipeline
- Level Design
- Shipped for PC & VR & Mobile

Art

- 3 Years artistic modeling experience
- 5 Years technical modeling experience
- Hard Surface models
- Sculpted Characters
- UV Unwrapping
- Texturing
- Rigging
- Weight Painting
- 3D Animation
- Image Editing
- Rendering
- Audio editing & mixing for SFX
- Designing & Building Environments
- High Quality PBR Materials
- Can create and follow a style guide for projects
- Photogrammetry

Professional

- Creation of Professional Design Documentation
- Creation of Professional Project Management Documentation
- Team Leader
- Producer Experience
- Great Communicator
- Market Reseach

SOFTWARE



CONTACT

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WORK EXPERIENCE

Motion Curve 2025 - Present:

Full time XR developer building immersive & interactive training applications for the mining industry in both Unity and Unreal engine. These are solo projects where I handle the full game development pipeline bringing them from concept to finished polished product.

Studio Experience:

MAXART (1yr) - QUT Capstone project.
Bifrost Studios (6m) - In house internship.

General Work Experience:

I have 13+ years of customer service experience, I excell at communicating and interacting with clients.

EDUCATION

Bachelor of Games & Interactive Environments

2021- 2024
Queensland University of Technology

Bachelor of Information Technology

2015-2020
Griffith University

Certificate IV in Digital Media

2013
Bifrost Games Studios

References will be provided upon request.