

# DAVID KNAPP

CONCEPT DESIGNER

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## ABOUT ME

"I was born and raised in a small railroad town in Nebraska, greatly inspired and influenced at a young age by trains and the industrial machinery populating my father's electric motor shop. My knowledge of industrial mechanics, passion for vehicles and love for all things Sci-Fi, have led me to pursue a career in concept design. Going on to design key vehicles, props, architecture and characters for a handful of movies and games."

## SKILLS AND ABILITIES

Although I specialize in a wide variety of abilities and have been able to handle many tasks as a concept designer, my main specialization is in hard-surface industrial design, designing vehicles, props and architecture. I can work in both 2D and 3D and often go between the two in my workflow to maintain speed while retaining quality.

## EXPERIENCE



### Freelance Concept Artist at Aaron Sims Creative

August 28th, 2017 - Present

During my time at ASC I have designed various vehicles, props and characters for the following projects: X-Men: The Dark Phoenix (2019), Men in Black (2019), The Predator (2018), The Phantom Tollbooth (2019), Acer Computers ad Campaign, and other unannounced film and tv projects.



### Concept Artist (Contract) at West Studio

April 13th, 2018 - Present

During my time at West Studio, I have been designing vehicles, props, characters and keyframes for an upcoming AAA game.

## EDUCATION



### Entertainment Design at ArtCenter College of Design

January 2015 - December 2018

While at ArtCenter I have learned to master my skills from some of the entertainment industry's top working professionals.