

David Mann

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Character Artist

**Organic Modeling | Hard-Surface Modeling | Digital Sculpting | Character Design | PBR Texture
Authoring | Animation | Game Design**

Confident, self-motivated, detail-oriented 3D Artist with outstanding communication, excellent people skills, and creative thinking. Delivers a keen eye for composition, color theory, value, form, scale, shape language, and silhouette in developing character models in a variety of art styles. Thrives in collaborative, deadline-driven environments with the ability to meet time-sensitive project deadlines and budgetary requirements.

Technical Maya | 3D Studio Max | ZBrush | Houdini | Photoshop | Substance Designer and Painter |
Proficiency: XNormal | After Effects | Unity | Unreal

Professional Experience

Freelance 3D Artist – Chicago, IL, May 2008 – Present

Worked with numerous clients, providing character models and prop assets for everything from video games to board games. Open communication and collaboration with client art directors to deliver highly detailed, industry quality characters and other 3D assets. *Selected projects include...*

- [Dad By The Sword, Rocketcat Games](#)
- [True Messiah, Sinister Design](#)
- [Labyrinthium, The Men Who Wear Many Hats](#)

LEVEL EX – Chicago, IL

Senior 3D Artist, January 2018 – May 2020

Established best practices and an art pipeline to maintain high standards for realistic art style and visual quality across mobile and VR products. Created characters and assets with medically accurate human anatomy under the scrutiny and supervision of top medical professionals. Facilitated and led education and mentoring sessions for Junior Artists. *Selected projects include...*

- [3D Art Lead on Pulm Ex, an award-winning pulmonology game for iOS and Android](#)
 - Built organic and hard surface asset development pipeline, from modeling tools to material generation, and visual effects.
 - Collaborated with Graphics Engineers to prototype and work with iterative development processes in the creation of state-of-the-art visual effects and rendering techniques, attaining AAA-quality art within the confines of mobile and AR platforms.

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WMS GAMING, INC. – Chicago, IL

Associate Lead 3D Artist, October 2015 – September 2017

Directed a team of 3D Artists in the development process and best practices of 3D art development across multiple concurrent projects. Guaranteed style and high-quality art at each level of development. Worked collaboratively and communicated with multiple groups outside the 3D team, maintained open lines of communication at all times between Designers and 3D Artists to ensure each milestone of the development cycle was achieved. *Selected projects include...*

- Lead 3D Artist on Wizard of Oz: Munchkinland Slot Machine
 - Developed art style and design pipeline for character development.
 - Supervised the design, modeling, and animation of characters throughout the game.
- Lead 3D Artist on Warner Brothers' Lord of the Rings: Fellowship of the Ring Slot Machine
 - Created high-level sculpt of the Cave Troll, as well as low-poly game-ready model and PBR textures.

Senior 3D Artist, January 2013 – October 2015

Led the development process of bonus games and 3D art development for multiple slot machines. Conceptualized and pre-visualized slot bonus games. Modeled characters, props, and environments in a variety of art styles, transforming concept art through to complete, game-ready assets for in-house engines and Unity 3D. *Selected projects include...*

- Reel 'Em In: Supercast Slot Machine
 - Modeled, textured, and animated four pickable real-time characters, numerous props, and assets.
- Wizard of Oz: Ruby Slippers 2 Slot Machine
 - Remodeled the Flying Monkey character models for modern engines and resolutions.
 - Rigged and animated Flying Monkey character models.
 - Pre-visualized, animated, rendered, composited, and choreographed Flying Monkey bonus feature.

Education

Bachelor of Fine Arts, School of Animation and Visual Effects, Character Modeling and Game Design

ACADEMY OF ART UNIVERSITY, San Francisco, CA | 2008