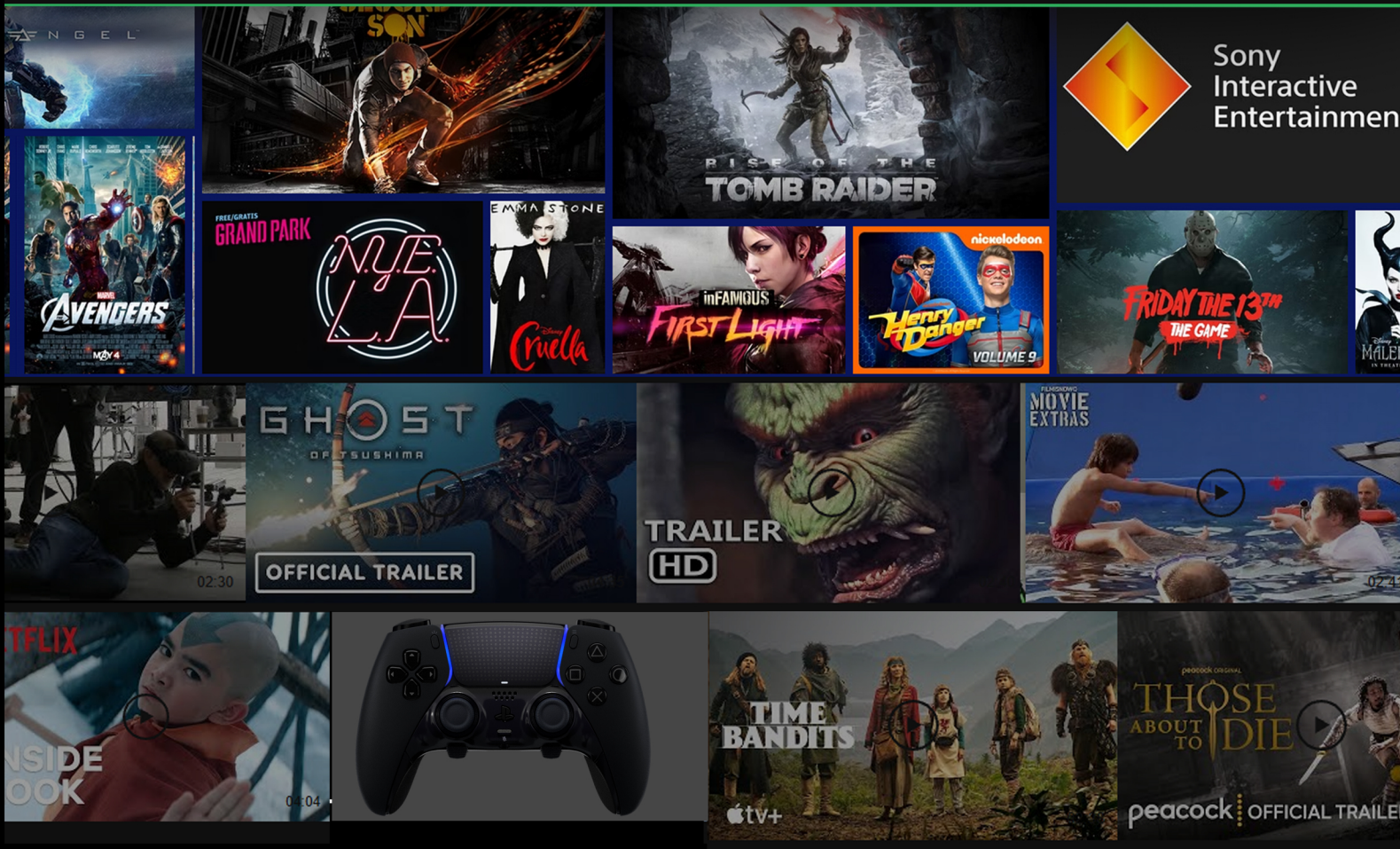


# CREATIVE VIBES. FOREVER LEARNING.







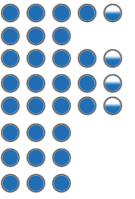
# Dave McMahon

mcmahon.david.j@gmail.com

1-413-388-3856

www.mcmahonfx.com

Unreal Engine  
 Blueprinting  
 Maya  
 Adobe 3d Painter  
 Adobe Photoshop  
 ZBrush  
 Nuke  
 Premiere



## Lumen and Forge

Oct 2025

Unreal Engine RT / Pre-Rendered Visual Development

Env/Scene building, Lighting, Animation



agora.studio

## Sony Interactive Entertainment & Agora Studio

Senior 3d Generalist

July 2025

Photoreal Product Rendering



agora.studio

## Sony Interactive Entertainment & Agora Studio

Senior 3d Generalist

Apr 2025 - Mar 2025

Photoreal Product Rendering



agora.studio

## Sony Interactive Entertainment & Agora Studio

Senior 3d Generalist

Oct 2024-Dec 2024

Photoreal Product Rendering



## Shomen Productions

Asset Modeler

Aug 2024 - Aug 2024

Autodesk Maya · Unreal Engine · Mid-Journey Ai · Substance Painter · Photoshop



## Shomen Productions

Asset Modeler

Jan 2024 - Jan 2024

Autodesk Maya · Asset Creation · Layout · Mid-Journey Ai · Runway Ai · Photoshop



## Utopic

Asset Modeler / Textures / Shaders / Environments / Layout

Aug 2023 - Sep 2023

Unreal Engine · Autodesk Maya · Adobe Substance Painter ·

Masonite Doors



I was contracted to build winter environmental assets, do layout and did a little camera work as well.

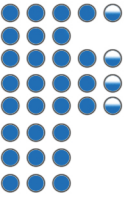
You can view the project here:

<https://www.mcmahonfx.com/portfolio-collections/my-portfolio/masonite-doors>



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## Shomen Productions

Maya Generalist  
Jul 2023 - Jul 2023  
Maya Asset Creation · Textures · Layout ·



## DNeg (Double Negative) / Dimension Studios

V.A.D. Artist · Virtual Art Department · Virtual Production ·  
Jul 2021 - Jun 2023

Unreal Engine · Autodesk Maya · Adobe Substance Painter · Perforce (P4)



- Work with the Environment and Asset team to design and build successful experiences in Unreal Engine. for use on LED walls in real-time.
- Creation, and augmentation of a wide range of 3D assets using industry standard content creation tools
- Integrating assets and set dressing environments within Unreal Engine
- Provide scene layout and composition support
- Support the development and testing of new tools and pipelines



**FuseFX** ·  
3D Generalist  
May 2021 - May 2021



Maya



## The Famous Group

Modeling / Texturing  
Mar 2021 - Apr 2021



Maya, ZBrush, Unreal Engine, Adobe 3d Painter, Photoshop



## Shomen Productions

Modeling / Texturing  
Mar 2021 - Mar 2021



Maya, ZBrush, Adobe 3d Painter, Photoshop



## Moving Picture Company (MPC)

Asset Builder  
Aug 2020 - Nov 2020

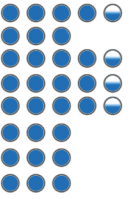


Maya, Zbrush, Adobe 3d Painter, Photoshop



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ZBrush  
Nuke  
Premiere



## Shomen Productions

Modeling / Texturing  
Sep 2020 - Oct 2020



Maya, ZBrush, Adobe 3d Painter, Photoshop



## MYTH VFX

Assets and Environments  
Apr 2020 - Jun 2020



Maya, ZBrush, Adobe 3d Painter, Photoshop



## Moving Picture Company (MPC)

Asset Modeler  
Aug 2019 - Mar 2020



Maya, Zbrush, Substance Painter, Substance Designer, Photoshop.



## Halon Entertainment

Asset Modeler  
Jun 2019 - Jul 2019



Maya, Substance Painter, Photoshop, Unreal Engine  
Materials and Textures. UpRez/Optimize 3d Models.



## Digital Domain 3.0

Motion Capture Artist  
May 2019 - May 2019



Shogun, Cara Post, Nexus



## FuseFX

Maya Generalist  
Dec 2018 - Feb 2019



Maya, Substance Painter, V-Ray

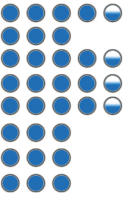
The Orville- Maya Modeling Look Dev/Vray Lighting  
True Detective- Maya/Vray Lighting  
Veronica Mars- Maya Generalist





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## Nickelodeon

Motion Capture Supervisor

Oct 2018 - Oct 2018 · 1

Henry Danger

Filming in a past pased episode style



## Digital Domain 3.0

Virtual Production

Dec 2012 - Aug 2018



Blade, Maya, Zbrush, Photoshop, Substance Painter, Nuke, Nexus, IQ, Motion-builder, 3d Coat, Audacity

Primary Function: I built custom, character specific VSK and VSS that ran in realtime for the Unity game engine which drove CG representations of our actors and actresses, stunt people, or extras.

During post, I tracked, edited and animated performance capture data to deliver an accurate animation for each requested take.

On Ready Player One I did previz hard-surface 3d modeling and texturing that ran in realtime inside the Unity game engine. The IOI stockcar was my favorite asset which was 3d printed and then fabricated into a real world object used on set to help achieve the desired performance.

I built 4 Motion Capture volumes for Warner Brothers in Leavesden with our team and some Audio Motion crew. Stage (H) contained our main stage, ROM capture volume, and Steven Spielberg's private Vcam tent/lounge. Stage (I) had a volume built specifically with Simulcam and stunts in mind. This volume was built with large movable trusses that we moved into position to capture our shots.

On Disney's "The Junglebook" I helped to build 3 motion capture volumes used for Vcam and Simulcam. I built all VSK and VSS used on set for realtime. Post: I tracked, edited and animated performance capture data to deliver an accurate animation for each requested take.

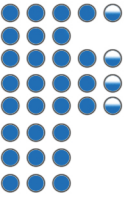
I have also been exposed to a great deal of VR/AR since 2013 which has been an interesting ride thus far. I have modeled and textured assets for consumer VR projects, organic sci-fi creatures for in house realtime VR demos, and most recently for the VR game "Archangel".

In addition during Rise of the Tomb Raider I animated the face and eyes that were used in both cut-scenes and during real-time gameplay.



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## Universal Studios Hollywood

Art Department

Oct 2017 - Oct 2017

Chris Brown: Heartbreak on a Full Moon

Hand Painted



Painted a giant background mural at Universal Studios "NYC set" for Chris Browns official invitational record release party on Halloween.



## FX Networks

Jun 2017 - Jun 2017

SNOWFALL (FX Network)

Art Department



Beautify Earth asked me to join them in creating artistic content for a promotional event for the television series SNOWFALL on FX Network.



## Idea Giants

Designer /Compositor / Animator

Dec 2013 - Dec 2013

N.Y.E.L.A (New Years Eve Los Angeles) at Grand Park

Massive 3D Projections projected onto Los Angeles City Hall

Maya, Photoshop, Nuke



Los Angeles inaugural new years eve event held in grand park now known as "N.Y.E.L.A." (New Years Eve Los Angeles). Tasked to design and animate the look delivering a massive projected light show to over 25,000 people gathered in Los Angeles' Grand Park using the city hall as our projection screen. This was so much fun!

## Hollywood Digital Magic LIVE

Character Modeler

Mar 2013 - Mar 2013

Maya, Mental Ray, Photoshop, Nuke

Modeling, texturing, lighting, and rendering my models



## Logan.tv

Digital Artist

Feb 2013 - Feb 2013

Nuke, Photoshop

Roto, keying, paint, tracking







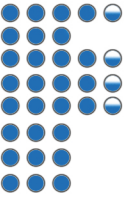
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## Stereo D

Digital Compositor & Paint Artist

Aug 2011 - Nov 2012

Nuke, Photoshop



Clean plate creation, clean-up work, and set extensions in stereo

Complex and dynamic paint clean-up - including character, dust, dirt, wire, seam and rig removal

Tracking (2D & 3D) and matchmoving

Integrating CG elements into stereo shots

Color correction and grain matching

Performing matte extractions - including rotoscoping, keying, tracking or a combination of methods



## Legend 3D

Stereo Conversion Artist / Depth Artist

Feb 2011 - Jun 2011

Software Used: Proprietary

Model and animate shots into Stereo 3d

## Flying Cloud Animation

Jun 2010 - Sep 2010

Maya, Photoshop, UV HeadUS

3d Artist: General Modeler



## Ben Schenkelberg Architecture

3d Architectural Modeler

Maya, Photoshop



Transform 2d blueprint elevations into 3d modeled renders to help clients visualize proposed plans.

## Johns Hopkins Hospital

Jr Artist

Dec 2008 - Jan 2009

3d Modeler, Texture Artist, Animator, Compositor

