

DAVE McMAHON

SENIOR UNREAL ENGINE ARTIST

Environment Art & Assembly / Lighting / Technical Art

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Engagement: Senior & Lead roles • Remote contracts through McMahonFX, LLC
Available for short-term on-site projects worldwide, subject to work authorization.



PROFESSIONAL SUMMARY

Senior Unreal Engine Artist with 18+ years across AAA games, film, television and virtual production. Specializes in environment creation, scene assembly, set dressing, lighting and look development using Unreal Engine 5 and Maya, with additional experience in modeling, texturing and asset preparation. Technical skills include material creation, shader development, developing Blueprint tools, and asset and scene optimization. Brings Virtual Art Director and Motion Capture Supervisor experience, focused on visual quality from initial layout through final delivery.

PROFESSIONAL EXPERIENCE

McMahonFX | Artist & 3D Generalist

Jun 2008 - Present

- Create environments, assets, lighting and look development across real-time production, visual effects and photoreal product imagery; develop Unreal Engine Blueprint tools and systems.

MAYA VP Studios | Virtual Art Director

Sep - Oct 2026; Dec 2025 - Jan 2026 | Repeat engagements

- Create Unreal Engine environments, layout and lighting for in-camera visual effects (ICVFX), with technical art and Blueprint development.
- Work across hybrid AI and virtual production workflows using Unreal Engine and Maya.

Magnopus | Senior 3D Generalist | Sep 2026

Contributed 3D generalist work using Unreal Engine, Maya and Photoshop.

Form Studios | Senior Environment Artist | May - Jun 2026

Built environments for cinematics in Unreal Engine.

invisible.inc | Senior Unreal Engine Artist | Feb 2026

Created world layout, environments, set dressing and lighting for live theater, with camera work and rendering.

Vecture Studio Ltd | Senior Unreal Engine Artist | Jan - Feb 2026

Built environments, layout and lighting for ICVFX.

Promise | Senior Unreal Engine Artist | Dec 2025

Created environments and lighting for ICVFX, with on-set production work.

Lumen and Forge | Senior Unreal Engine Artist | Oct 2025

Built Unreal Engine scenes and environments, lighting and animation for live events.

SELECTED CREDITS

Games: Ghost of Tsushima • Rise of the Tomb Raider • inFAMOUS Second Son • Quantum Break

Film & TV: The Jungle Book • Ready Player One • Masters of the Air • Avatar: The Last Airbender • Here • Time Bandits • Those About to Die

DAVE McMAHON / UNREAL ENGINE 5

PROFESSIONAL EXPERIENCE / CONTINUED

Sony Interactive Entertainment / Agora Studio | Senior 3D Generalist

Jun - Jul 2025; Mar - Apr 2025; Oct - Dec 2024 | Repeat engagements

- Created shaders, materials, lighting, camera work and rendering for photoreal product imagery.

Shomen Productions | Asset Modeler | Aug 2024; Jan 2024 | Repeat engagements

Created assets and layout using Maya, Unreal Engine, Substance Painter and Photoshop, with AI tools including Midjourney and Runway.

Utopic | 3D Modeler / Textures, Shaders & Environments | Aug - Sep 2023

Built winter environment assets and layout, with camera work, for Masonite Doors in Unreal Engine, Maya and Substance Painter.

Shomen Productions | Maya Generalist | Jul 2023

Created assets, textures and scene layout in Maya.

DNEG / Dimension Studios | Virtual Art Department Artist

Jul 2021 - Jun 2023

- Collaborated with environment and asset teams to build real-time Unreal Engine environments optimized for virtual production LED walls.
- Modeled, textured and kitbashed assets; integrated and optimized content, dressed sets, and supported cinematic layout and composition.
- Supported development and testing of tools and workflows for real-time production.

Moving Picture Company (MPC) | Asset Builder

Jul 2021; Aug - Nov 2020; Aug 2019 - Mar 2020 | Repeat engagements

- Built assets using Maya, ZBrush, Substance Painter, Substance Designer and Photoshop.

FuseFX | 3D / Maya Generalist | May 2021; Dec 2018 - Feb 2019

Modeled and developed looks for The Orville, lit The Orville and True Detective in V-Ray, and contributed generalist work to Veronica Mars during the 2018-2019 engagement.

The Famous Group | Modeling / Texturing | Mar - Apr 2021

Worked with Maya, ZBrush, Unreal Engine, Substance Painter and Photoshop.

Shomen Productions | Modeling / Texturing / Look Development | Mar 2021; Sep - Oct 2020

Created models and textures using Maya, ZBrush, Substance Painter and Photoshop; contributed look development during the 2020 engagement.

MYTH VFX | Assets and Environments | Apr - Jun 2020

Created assets and environments using Maya, ZBrush, Substance Painter and Photoshop.

Halon Entertainment | 3D Assets | Jun - Jul 2019

Created materials and textures, and upgraded and optimized 3D models using Maya, Substance Painter, Photoshop and Unreal Engine.

Digital Domain | Motion Capture Artist | May 2019 | Repeat engagement

Worked with Shogun, Cara Post and Nexus.

Nickelodeon | Motion Capture Supervisor | Oct 2018

Supervised on-set motion capture for Henry Danger, supporting CG characters in live-action footage.

PROFESSIONAL EXPERIENCE / CONTINUED

Digital Domain | Virtual Production

Dec 2012 - Aug 2018

- Created real-time previs assets for Ready Player One, including an IOI stock car later fabricated as an on-set prop; modeled and textured assets for VR projects including Archangel.
- Built character-specific real-time capture setups and processed performance data. Helped construct motion capture volumes for Ready Player One and The Jungle Book.
- Animated faces and eyes for Rise of the Tomb Raider cinematics and gameplay.

Universal Studios Hollywood | Artist | Oct 2017

Hand-painted a large mural for the Heartbreak on a Full Moon launch event, contributing urban art and graffiti lettering designs.

FX Networks / Beautify Earth | Artist | Jun 2017

Created hand-painted artwork and a mural for a Snowfall promotional event.

Idea Giants, LLC | Designer / Compositor / Animator | Dec 2013

Designed and animated content for the inaugural N.Y.E.L.A. projection show on Los Angeles City Hall for an audience of more than 25,000.

Hollywood Digital Magic LIVE | Character Modeler | Mar 2013

Modeled, textured, lit and rendered characters using Maya, Mental Ray, Photoshop and Nuke.

Logan.tv | Digital Artist | Feb 2013

Performed rotoscoping, keying, paint and tracking using Nuke and Photoshop.

Stereo D | Digital Compositor & Paint Artist | Aug 2011 - Nov 2012

Created clean plates and stereo set extensions; performed paint cleanup, tracking, matchmoving, CG integration, color correction, grain matching, rotoscoping and keying.

Legend 3D | Stereo Conversion Artist / Depth Artist | Feb - Jun 2011

Modeled and animated shots for stereo 3D conversion using proprietary tools.

Flying Cloud Animation | General Modeler | Jun - Sep 2010

Created 3D models using Maya, Photoshop and UV Headus.

Ben Schenkelberg Architecture | 3D Modeler & Renderer | Feb - Jul 2009

Translated 2D architectural elevations into 3D models and renders to visualize proposed designs.

Johns Hopkins Hospital | Junior Artist | Dec 2008 - Jan 2009

Contributed 3D modeling, texturing, animation and compositing.

SKILLS & TOOLS

Creative: Environment assembly, kitbashing, environment and prop modeling, lighting, set dressing, look development, art direction, previsualization and real-time cinematics.

Technical: Unreal Engine 5, Blueprints, materials & shaders, asset optimization, ICFX and virtual production.

Software: Maya, ZBrush, Substance Painter, Substance Designer, Photoshop, Nuke, V-Ray and Perforce (P4).

EDUCATION & PROFESSIONAL DEVELOPMENT

CG Pro - Blueprints for Film and Games, 2024

CG Masters Academy - Plants and Vegetation, 2019

Center for Digital Imaging Arts at Boston University - Computer Graphics & 3D Animation, 2008-2009