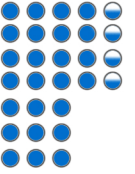




Dave McMahon
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Unreal Engine
 Maya
 Adobe 3d Painter
 Adobe Photoshop
 ZBrush
 Nuke
 Premiere



Sony Interactive Entertainment

Senior 3d Generalist
 Oct 2024-Present



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>



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
 - HERE: Modeled and Textured the brick house.
 - Masters of the Air (Season 1 Episodes 3 and 4)
 - Avatar: The Last Airbender (Season 1 Episodes 1, 3, 7 and 8)
 - Time Bandits (Season 1 Episodes 2, 4 and 10)
 - For Those About To Die



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Moving Picture Company (MPC)

Asset Builder

Jul 2021 - Jul 2021



Maya, Photoshop



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



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



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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



Nickelodeon

Motion Capture Supervisor

Oct 2018 - Oct 2018 · 1

On set for Nickelodeons live action show "Henry Danger"
using motion capture to push the limit of the episodic story.
We integrated CG characters onto live action plates.



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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.



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.



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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 /Composer / 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

