

# David Mann

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## Senior 3D Character Artist

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

Confident, self-motivated, detail-oriented Character Artist with outstanding communication, excellent people skills, and creative thinking. Delivers a keen eye for form, silhouette, anatomy, and detail in developing 3D assets 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 Proficiency:** Maya | 3D Studio Max | ZBrush | Marvelous Designer | Photoshop | Substance Designer and Painter | After Effects | Unity | Unreal | Perforce | Jira

## Professional Experience

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WAVE XR – Los Angeles, CA

**Senior Character Artist**, February 2021 – Present

Rapidly prototype and develop character models for various live mocap performances. Collaborate with Art Director, Designers and Tech Artists to develop a character art pipeline with a unique art style at a high bar for quality. Assisted in the implementation of new tools and techniques, to quickly deliver performer likenesses according to internal style guides and performer feedback.

- Senior Character Artist on Teflon Sega's Dimensions, a live virtual concert
  - Modeled & textured Teflon's avatar
  - Developed emissive materials in conjunction with Tech Artists to create real-time visual effects
  - Worked closely with the Marketing Team to develop renders for promotional materials
- Senior Character Artist on Justin Bieber's Interactive Virtual Experience
  - Modeled & textured Justin Bieber's clothing and props
- Character Artist on Beatport BEYOND, a series of live DJ performances within the Metaverse
  - Modeled & textured many of the character assets and performer avatars throughout the series.
  - Collaborated with Tech Artists to establish best practices in character development to accommodate rigging and VFX.

LEVEL EX – Chicago, IL

**Senior 3D Artist**, January 2018 – May 2020

Established best practices and an art pipeline to maintain high standards for realism and visual consistency 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.

- 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.

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- Collaborated with Graphics Engineers to design state-of-the-art visual effects and rendering techniques, attaining AAA-quality art within the confines of mobile and AR platforms.

PHOSPHOR GAMES – Chicago, IL

**Lead Character Artist**, September 2017 – December 2017

Recruited and supervised a team of 3D Artists throughout the development process. Created a company-wide character development pipeline, from modeling tools to rigging methods in collaboration with animators and programmers. *Selected projects include...*

- Lead Character Artist on unannounced survival horror MMO
  - Streamlined best practices in the delivery of customizable character assets and accessories.
  - Researched and developed a system for creating damage and wounds to characters on the fly, in real time.

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. Collaborated with customer teams, 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...*

- 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.
- 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 Unity. *Selected projects include...*

- Reel 'Em In: Supercast Slot Machine
  - Modeled, textured, and animated four pickable real-time characters, numerous props, and assets.
- Hasbro's Clue Slot Machine
  - Developed numerous bonus games, by designing, modeling and animating characters, scripting design in coordination with Engineers to develop character behaviors during gameplay.
- Warner Brothers' Lord of the Rings: Return of the King Slot Machine
  - Developed pre-visualization for major bonus game aspects of the slot machine.
  - Modeled, textured, and animated various assets throughout the game.

## Education

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**Bachelor of Fine Arts, School of Animation and Visual Effects, Character Modeling and Game Design**  
ACADEMY OF ART UNIVERSITY, San Francisco, CA | 2008