

# David Mennenoh

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## PROFESSIONAL SUMMARY

Versatile developer and 3D artist with more than 15 years experience developing a wide variety of applications, games and visualizations. Proven track record of completing projects within budget and deadline. Skilled at working in a remote environment and maintaining team collaboration.

## SKILLS

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| <ul style="list-style-type: none"><li>• 8+ years Unity Engine - C#</li><li>• AR / VR / XR</li><li>• GitHub</li></ul> | <ul style="list-style-type: none"><li>• 15+ yrs 3D Generalist - Blender</li><li>• Photoshop</li><li>• Arduino / IOT solutions</li></ul> | <ul style="list-style-type: none"><li>• 10+ years Flash - AS3</li><li>• Javascript, PHP</li><li>• Writing / Documentation</li></ul> |
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## EXPERIENCE

### Senior Build Artist 3D

RideFX, June 2025 - Present

- Remote freelance 3D modeler
- Building and optimizing assets, in Blender, to be used in an upcoming VR application based around the works of M.C Escher.
- UV Unwrapping and texturing of all assets, basic character rigging

### Senior Unity Developer

LSI Inc., Jan 2025 - June 2025

- Remote contract developer on a large scenario based 3D training project for the Navy.
- Researched Technical Manuals and communicated with SME's to provide accurate interactive lessons..
- Used Azure DevOps and git to create pull requests, resolve merge conflicts, review comments, etc.
- Participated in daily stand ups, team meetings and used MS Teams for continuous communication.
- Used the Unity game engine and C# to build interactivity, feedback and error handling.
- Wrote and maintained technical documentation to help onboard new developers.

### Instructional Developer

Janus Research Group, 2023 - October 2024

- Created game optimized 3D models and environments using Blender and Unity.
- Researched Navy technical manuals and photo archives in order to create accurate 3D models.
- Wrote and maintained reference documentation
- Developed interactive 3D lessons from steps in Navy technical manuals.
- Created textures using images and Photoshop.
- UV unwrapped and textured 3D models.

### Developer

ReadySet Technologies, 2022 - 2023

- Developed applications, VR demos and supporting tools using Unity.
- Used Unity Cloud Build to produce content for iPad and mobile devices.
- Created a highly accurate product measuring device using a digital linear scale and MS .NET
- Designed, prototyped and helped build the Packers donut vending machine currently located in the atrium at Lambeau Field.

## **Software Engineer III GMR Marketing, 2009 - 2020**

- Utilized Unity and Flash to build desktop applications, photo booths, and games that were used at large national and international events.
- Built 3D models in Blender for use in Unity.
- Created various VR games using the HTC Vive
- Integrated Arduino microcontroller into various projects.
- Traveled nationally and internationally to various event locations to assist in setup.

## **WEBSITE, PORTFOLIO AND PROFILES**

Basic portfolio: <https://dmennenooh.netlify.app/work>

LinkedIn: <https://www.linkedin.com/in/dmennenooh/>

ArtStation: <https://www.artstation.com/dmennenooh>

Instagram: <https://www.instagram.com/dmennenooh>

Gumroad: <https://dmen95.gumroad.com/>

## **AWARDS**

- 2012, United Adworkers, Milwaukee99 Best in Show, Contributing engineer, FX American Horror Story House Call website.
- 2012, Webby Honoree (Online File/Video), International Academy of Digital Arts and Sciences, Lead engineer, FX American Horror Story Get Committed website.

## **PUBLICATIONS**

Macromedia Director MX 2004: Training From The Source  
Director 8.5 Shockwave Studio: The Complete Reference

504 pages      ISBN: 0321223659  
692 pages      ASIN: B01K94LGCC

## **EDUCATION**

Computer Science  
UW Eau Claire, Eau Claire, WI

Computer Science  
UW Stevens Point, Stevens Point, WI