

Bc. David Neumann

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Base in Prague

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As a creative digital artist, I create and transform abstract concepts into diverse visuals. With a keen eye for detail and a passion for innovative design, I bring imagination to life through digital art, ensuring each piece tells a unique story. Adept at working with Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere), and Blender or Maya for 3D modeling, texturing, and animation. My mainly programs are Unreal Engine and Nuke. In Unreal Engine, I create interactive and immersive 3D environments and characters. This includes level design, lighting, and shading, as well as optimizing assets for real-time rendering. In Digital compositing with Nuke, I integrate various visual elements seamlessly, combining live-action footage with CGI, matte paintings, and other elements to create cohesive and stunning final compositions. My work involves color correction, rotoscoping, tracking, and adding realistic effects that enhance the visual storytelling.

PERSONAL CREATIVE PROJECT

Creative Projects

- 2024 No Gods No Masters - video
- 2023 My Teenage dream never ended - multi-platform installation
- 2022 Place of Roar - multi-platform installation
- 2021 What if? - video
- 2021 The Art of Appreciation - video
- 2019 Television Essay - video
- 2019 Experimental Whipping Mirror Rewind Folklore - video
- 2019 Television Tribun - video
- 2019 Observations on 17 November - video

Exhibition

- 2023 Echo Chamber Lexicon, House of the Lords of Kunštát, House of Arts, Brno, Czech Republic
- 2023 Cuerpo Transparente, Centro de Producción Audiovisual Leonardo Favio, Buenos Aires, Argentina
- 2021 The Art of Appreciating, SJCH, Modern Gallery AVU, Prague, Czech Republic
- 2019 Ji.Hlava IDFF, STUDIO 89, Jihlava, Czech Republic

CLIENT CREATIVE PROJECT

Work experience

Digital compositor in UPP (2/2023 - now)

As a Digital Compositor for almost two years of experience in the film and television industry, I have a proven track record of creating seamless visual effects and enhancing the overall aesthetic of a wide range of projects. My expertise lies in integrating live-action footage with computer-generated imagery, ensuring a cohesive and polished final product.

Selected Projects:

- Outlander (2023) 8 series
- Barbie (2023)
- Conclave (2024)
- Gran Turismo (2023)
- Carry on (2023)
- To se vysvětlí soudruzi (2024)
- Off The Grid (2024)

EDUCATION AND SKILLS

Education

2020-2022 FaVU VUT Brno, bachelor's program, Intermedia and digital creation.

2017-2022 UPOL FF Olomouc, bachelor's program, Film, theater, television and radio studies

2011-2016 SŠ PTA Jihlava, high school, program Autotronik.

Skills and experience

- Group B and C driver's license.
- A1 and A3 category pilot course for unmanned aircraft.
- English level C1.
- German level A2.
- Knowledge of audiovisual technology and media, both in practical and theoretical areas.
- Knowledge of editing programs Adobe Premiere Pro (senior-level), Apple Final Cut Pro (senior-level).
- Knowledge of the effects program Adobe After Effect (middle-level) and Nuke (middle-level).
- Knowledge of sound programs Ableton Live and Audacity (junior-level).
- Knowledge of graphic programs Adobe Photoshop (middle-level), Adobe Illustrator (junior-level) and Adobe InDesign (junior-level).
- Knowledge of the 3D graphics program Blender (middle-level) and Maya (middle-level).
- Knowledge of the Unreal Engine game engine (middle-level).
- Knowledge of the Adobe Dreamweaver program tool (junior-level).
- Knowledge of programming languages HTML5 (middle-level), CSS3 (middle-level), Python (junior-level), C++ (junior-level).

No Gods No Masters

In ancient times, when gods and goddesses danced in the sky and people looked to the stars for answers, Asteria was one of the brightest stars. The bearer of secrets, connecting the stars to the fate of mankind, wanders the desert. A world in which old civilizations have disappeared and from the desert ashes prophecies of new communities. The abstract video created in Unreal Engine 5 metaphorically projects magic into a digital world where reality meets fantasy. Follow the trails of the stars and be carried away by a poetic visual narrative where divine forces meet human desire.

2024, video, work in progress
Sára Jarošová, David Neumann





My Teenage Dream Never Ending

The dystopian video created in game-engine takes place in the future, in a digitally created world after the collapse of the current world as we know it. It brings us to the landscape of the world after people, the landscape of computer games, where people like to run away to forget their daily worries, where they go in search of excitement and adventure, and maybe even a little contact with others - whether characters co-creating fictional game worlds or avatars of players. It deals with the topic of post-memory and ponders the possibilities of the (un)viability of the future in contexts where the past remains ever-present. In the video, the new digital reality represents a kind of prophecy of a programmed future existing without historical trauma and human missteps. It abstractly illustrates the human burden of post-memory, and touches on the topic of traumatic history, which, through constant activation and rejection, leads to states of trans-historical absence, preventing the materialization of a new and meaningful present. In this concept, virtual space is a liminal space, a place of refuge. A false place where time and space, and therefore the new reality, lack ontological meaning. The live protagonist and her metaphorical clone in the form of an avatar, the next generation created by memories and traumatic moments of previous lives, accompany the audience through the video. The sound component is also a prominent component, which goes from ambient to techno and is complemented by a robotically spoken voiceover, trimmed with emotion, to make the words stand out and free them from personal burdens.

2023, multi-platformní instalace

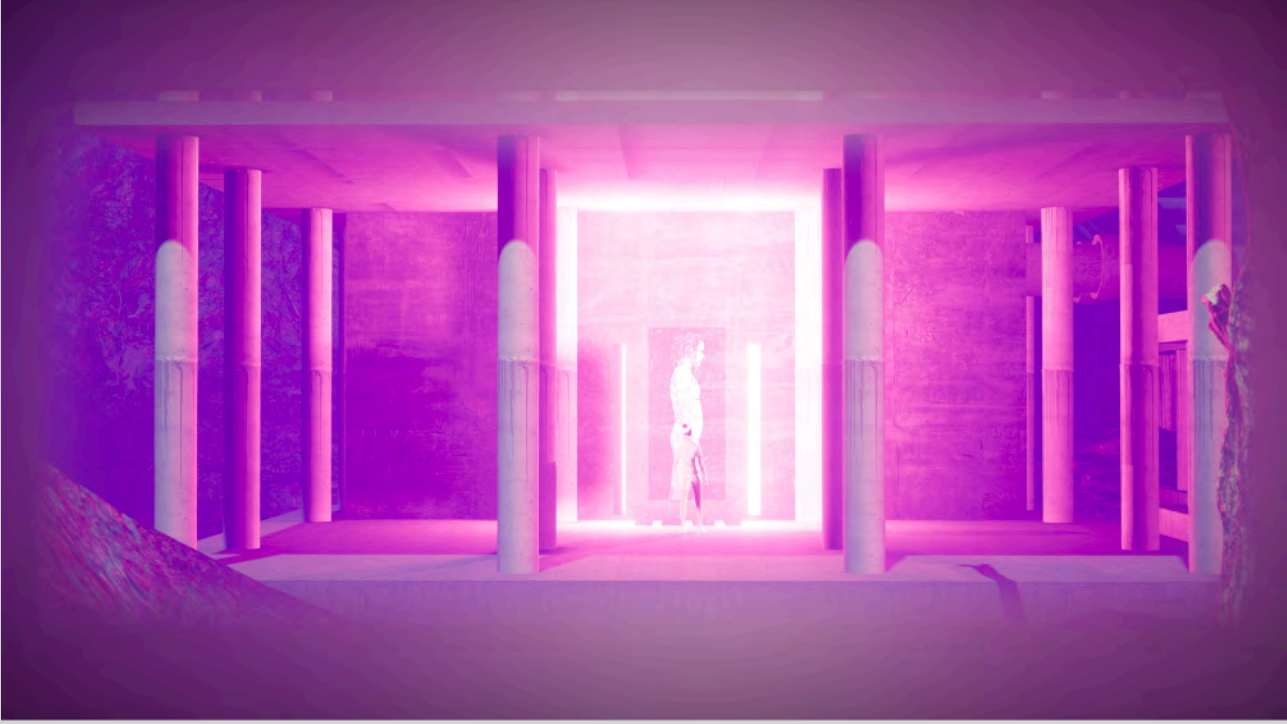
Sára Jarošová, David Neumann, Ester Šindelářová



MY TEENAGE DREAM NEVER ENDED



SELECTED PROJECT

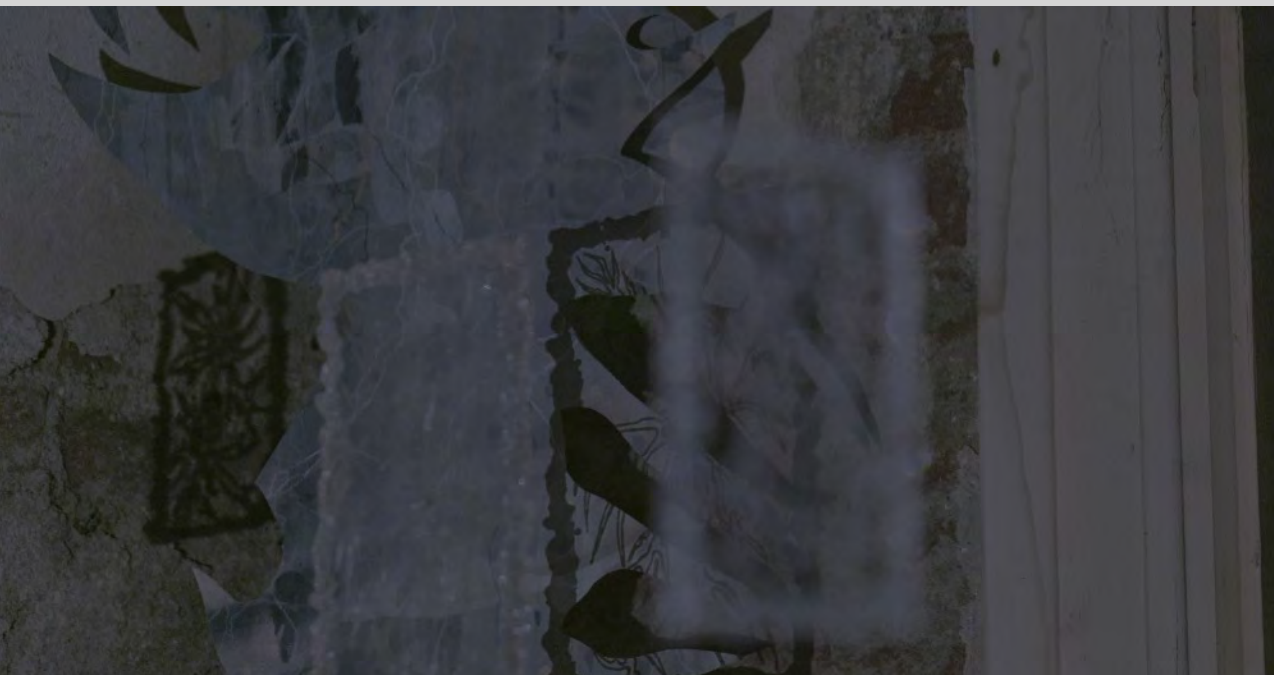


Place of Roar

The installation is inspired by the digging of ponds by an action group of children who strive to support the biodiversity of aquatic and wetland organisms and the retention of water in the landscape. Activity with the promise of mental and landscape cleansing helps to create a new reality and dissolve one's identity in an extraordinary collective experience. It becomes something abstract that exists virtually. We observe a digital study of movement and sonic chaos of random chants and unreliable narrators. Canvases replicating soil and landscape details illuminated by the sun or shrouded in darkness. Transparent, virtual plexiglas flowers coming to life from the mud and crystallizing into something smooth and fragile as indices of digital space.

2022, multi-platformní instalace

Sára Jarošová, David Neumann, Ester Šindelářová, Kamil Šindelář





What if?

The couple in the video *What if?* is truly alive and natural. We feel full of life around them without having to participate in any way or have the urge to interfere. The reality they experience separates us from the everyday flow of life and gives space to memories and associations. Chaotic behavior mixed with a parallel story of closeness, relationships and love. The video offers an intimate look into collaboration, as a condition for the very creation of an audiovisual work.

2022, video 13 min

Sára Jarošová, David Neumann, Ester Šindelářová, Kamil Šindelář

SELECTED PROJECT



WHAT IF?



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