



**Ash Kuehn**  
Environment Focused Production Artist

734.812.3034  
ashton.kuehn@gmail.com  
Ashkuehn.com

**Proficiencies**

Unreal Engine 4	Substance Designer/Painter	Autodesk Maya
Adobe Creative Cloud Suite	Microsoft Office Suite	Zbrush
Unity 3D	Google Docs/Slides/Sheets	ShotGun
Marvelous Designer	Marmoset Toolbag	Jira
3D Modeling	UVs & Texturing	UE4 Blue Prints/Materials
Project Pipeline	Task/Project Management	Shader Creation
PBR Rendering	Research & Concept	Real Time Lighting
VR Pipeline	Environment Design/Assembly	Screenplay Writing
Creative Writing		

**Project History**

**Runimals | Creature Capture RPG**

Spring 2021 - Ongoing

Director of 3D environment, narrative collaborator as well as producer in charge of the 15-20 artists at Malamute Games. Coordinates tasks, 3D models, builds shaders and lights levels.

**Hyperion XP-1 | Hydrogen Powered Vehicle**

Summer 2019 - Winter 2020

Assisted the 3D department of Hyperion Motors for model clean up, UV and texturing. Built pieces of the vehicle for 3D print and offered creative insight on assembly.

**RWBY 6 & GEN:Lock | Television Animation**

Fall 2018 - Spring 2019

3D Layout Artist preparing cameras and processing Motion Capture for animation. Created top downs for scene continuity as well as tracked prop and asset continuity. Provided QA for Lighting and Post Production in addition to assisting in final Compositing.

**The Citadel | VR Experience**

Fall 2017 - Spring 2018

Designed a fantasy cathedral based on real world references and research. Managed assets, asset creation, environment assembly, material creation, set dressing, and lighting.

**Fox Forest | 3rd Person Game**

Fall 2017 - Spring 2018

Assistant Producer and Team Manager, helped schedule out tasks, and facilitated communication with remote instructor. Provided QA on finished assets, enforced organization and kept team members on schedule.

**Get Slotted: An Escape | VR Escape Room**

48 Hour Challenge - Spring 2018

Lead the team of six as well as managed assets, enforced organization, modeled assets, assembled environment, lead lighter, lead set dresser and acted as production lead.

**Experience**

**Contract FreeLancer | Production Generalist**

April 2019 - Ongoing

Fulfills roles as necessary as a 3D Generalist, producer and creative writer and editor. Most notable contracts are Hyperion Motors and Malamute Games.

**Rooster Teeth Productions | Animation Layout Artist [3D]**

August 2018 - February 2019, Austin TX

Processed Motion Capture and audio, created and framed cameras for scenes, communicated and tracked continuity. Instructed department assistants and new hires on pipeline.

**College for Creative Studies | Department Assistant**

September 2017 - May 2018, Detroit MI

Provided in class assistance to students, demonstrations and tutorials in Unreal Engine 4, Substance Designer, and Autodesk Maya.

**Education**

**College for Creative Studies | BFA 2018**

Detroit, MI

Primary focus on Environment design, assembly, material creation, and set dressing. Character modeling background. Received the 2018 Imre J. Molnar Artistic Achievement Award.

**Accomplishments**

Imre J. Molnar Artistic Achievement Award -2018

Senior Select Showcase Project - 2018

48 Hour Challenge [Animation] - 2014, '15, '16

Student Exhibition Opening - 2017, '18

Gold Key Portfolio - 2013

Advanced Placement Art - 2011, '12, '13