



Ash Kuehn

Production Generalist

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Proficiencies

Unreal Engine 4/5	Substance Designer/Painter	Autodesk Maya
Adobe Creative Cloud Suite	Microsoft Office Suite	Zbrush
Google Docs/Slides/Sheets	ShotGun	Marvelous Designer
Marmoset Toolbag	Unity 3D	Blender
Clip Studio Paint	Miro	
3D Modeling	UVs & Texturing	UE4/5 Blue Prints/Materials
Project/Team Management	Asset/Task Management	Project Pipeline
Game Design	Research	Lighting
VR Pipeline	Environment Design/Assembly	Screenplay Writing

Project History

Production Artist | Contract

Summer 2019 - Ongoing

Fulfills roles as needed per contract as a 3D Generalist, Digital Cinematographer, Narrative Writer/Editor, and 2D Artist. Sets and sticks to deadlines, provides iteration and updates.

Malamute Games | Indie Game Startup

Spring 2021 - Summer 2022

Director of 3D environment, narrative collaborator as well as producer in charge of 15-20 artists in the studio. Coordinates Tasks, 3D Model, builds shaders and lights levels.

Hyperion Motors | Vehicle Start Up

Summer 2019 - Winter 2020

3D Generalist taking on rolls as necessary including preparing parts for 3D printing, UVing and cleaning assets for VR, maintaining organization and modelling parts. Contracted with NDA.

RWBY 6 & Gen:Lock | Television Animation

Summer 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.

Experience

College for Creative Studies | Adjunct Instructor

August 2021 - Ongoing, Detroit MI

Provides in person demonstrations and tutorials in Unreal Engine 5, Adobe Suite, Autodesk Maya, as well as instruction on game ideation, theory, and narrative.

Production Artist

February 2019 - Ongoing, Detroit MI

Generalist fulfilling rolls as needed per contract/commission. Work includes Screenplay writing, 3D modeling, Comic Book art & thumbnails, storyboards.

Rooster Teeth Productions | Animation Layout Artist [3D]

August 2018 - March 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.

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)

48 Hour Challenge [Animation] - 2014, '15, '16
Student Exhibition Opening - 2017, '18
Gold Key Portfolio - 2013
Advanced Placement Art - 2011, '12, '13
Student Art Show - 2012