



# Ash Kuehn

Environment Focused Production Artist

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## Proficiencies

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

## Project History

### Production Artist | Contract

Summer 2019 - Ongoing

Fulfills roles as needed per contract as a 3D Generalist and Narrative Writer/Editor. Sets and sticks to deadlines, provides iteration and updates, and communicates with Client.

### Hyperion Motors | Vehicle Start Up

Summer 2019 - Ongoing

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.

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

48 Hour Challenge - Spring 2018

Lead a team of six as well as managed assets, enforced organization, modeled assets, assembled environment. Fulfilled rolls such as lead lighter, lead set dresser and Producer.

## Experience

### Production Artist

February 2019 - Ongoing, Austin TX

Production Generalist fulfilling roles as necessary including modelling, texturing, preparing assets for 3D printing and VR, as well as providing Screenplay writing and editing.

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

August 2018 - Ongoing, 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)

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