



Ash Kuehn
Environment Focused Production Artist
734.812.3034
ashton.kuehn@gmail.com
Ashkuehn.com

Proficiencies

- Unreal Engine 4

Adobe Creative Cloud Suite

Microsoft Office Suite

Marvelous Designer

3D Modeling

Project/Team Management

Puzzle Design

VR Pipeline

Creative Writing
- Substance Designer/Painter

Microsoft Office Suite

Google Docs/Slides/Sheets

Marmoset Toolbag

UVs & Texturing

Asset/Task Management

Research

Environment Design/Assembly
- Autodesk Maya

Zbrush

ShotGun

Unity 3D

UE4 Blue Prints/Materials

Project Pipeline

Lighting

Screenplay Writing

Project History

- RWBY 6 |** Internet Animation Show

Fall 2018 - Spring 2019

3D Layout Artist working with Motion Capture and keyed animation. Assisted and tracked scene continuity and props as well as prepared cameras for animation.
- The Citadel |** VR Experience

Fall 2017 - Spring 2018

Designed and concepted 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 Student 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

Managed team of six and assets, enforced organization, modeled assets, assembled environment, lead lighter, lead set dresser and acted as project lead.
- City of Thebes |** 3rd Person Student Game

Fall 2016 - Spring 2017

Lead Lighting Artist and Lead Set Dresser, managed a small team to assemble the game environment. Provided QA on finished assets, devised environment puzzles, assisted level design, built master materials, built particle systems, modeled assets and enforced organization.

Experience

- 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.
- 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.
- Northville Art House |** Instructor/Store Assistant/Social Media Intern

March 2015 - December 2016, Northville MI

Taught Adobe After Effects as well as various traditional drawing classes. Worked in sales and managed social media platforms such as twitter, facebook, linkedIn etc.

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

Gold Key Portfolio - 2013

Student Art Show 2012
- 48 Hour Challenge [Game] - 2018

Student Exhibition Opening - 2017, '18

Advanced Placement Art