KATELYN KEUCH
3D ARTIST

📍 Raleigh, NC

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🌐 www.katelynkeuch.com

SOFTWARE

Maya
●●●●●●●●○○

Unreal Engine
●●●●●●●○○○

Photoshop
●●●●●●○○○○

Substance Painter
●●●●●●○○○○

Additional:
3DSMax, After Effects, Illustrator
ZBrush, Marmoset, Houdini

SKILLS

Modeling
●●●●●●●●○○

Texturing
●●●●●●○○○○

Lighting
●●●●●●○○○○

Animating
●●●●●●●○○○

Additional:
Rendering, Compositing,
Rigging, Motion Graphics

HOBBIES

Piano
●●●●●●●●○○

Video Games
●●●●●●●○○○

Karaoke
●●●●●●●○○○

Billiards
●●●●●○○○○○

Portfolio: www.katelynkeuch.com

Hello!

I'm a 3D Artist with professional experience ranging from commercials to video games. My focus has been creating 3D art assets, but I also enjoy traditional art and motion graphics. A position that allows me to flex my generalist skillset is where I thrive best!

Job Experience

ILM Immersive/ Concept & 3D Artist
4/2022- 6/2023
- created Star Wars marketing art assets (2D and 3D images & video) using Unreal Engine and Adobe Creative Suite
- assisted the art department with development of Disney Studios VR & AR experiences (previz, layout, modeling, lighting)

Epic Games/ Creative Screenshot Lead
4/2019- 4/2022
- created Fortnite marketing images and loading screens inside Unreal Engine
- modeled new environment assets and prop rigs, uprezed existing models, created vfx and blueprints, animated characters
- mentored and managed junior artists working on images for Fortnite Creative, reviewing work and providing training

Booz Allen Hamilton/ Lead Artist
3/2018- 4/2019
- modeled, textured, rigged, and animated photorealistic hard surface and organic game assets for VR training sims
- managed other artists on team to ensure standards and deadlines were met

adidas Group/ 3D Artist
4/2016- 12/2017
- created photorealistic CG models of footwear for web and commercial use
- worked with multiple departments to ensure brand accuracy
- assisted with internal product breakdown animations

Mark Bric Display Corp./ 3D Artist
7/2013 - 4/2016
- developed interior concept renderings, marketing materials, and 3D product assembly animations
- worked directly with clients and managed all files (2D/3D/print)

Education

Savannah College of Art and Design
BFA / Animation
Cum Laude

The Vet Tech Institute
AST / Veterinary Technology
Cum Laude