



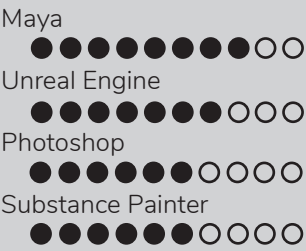


KATELYN KEUCH

3D ARTIST

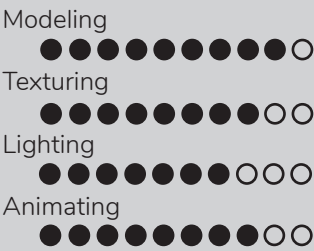
 Raleigh, NC
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SOFTWARE



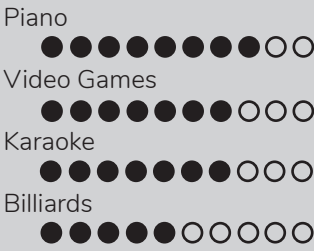
Additional:
3DSMax, After Effects, Illustrator
ZBrush, Marmoset, Houdini

SKILLS



Additional:
Rendering, Compositing,
Rigging, Concepting

HOBBIES



Hello!

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

Job Experience

Rivian/ Lead Visualization Designer

12/2023 - current

- conceptualize and create cel-shaded assets for use in Rivian infotainment systems.
- model and rig 3D assets, set dress environments, create flat vector art, use tech art methodologies for materials and blueprints

ILM Immersive/ Concept & Environment Artist

4/2022- 6/2023

- created marketing assets for *Star Wars: Tales From the Galaxy's Edge* using UE to render images (modeling, lighting, texturing, rendering, animating)
- Oversaw previz and technical art for intro of *What If...? An Immersive Story*. Modeled Marvel logo and additional assets with custom shaders

Epic Games/ Creative Screenshot Lead

4/2019- 4/2022

- created Fortnite key art and loading screens inside UE, developed new CG art assets as needed, assisted with character marketing poses and lobby idle animations
- mentored and managed junior artists working on images for Fortnite Creative, reviewed work and provided 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 & 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 tradeshow exhibit 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

Awards & Achievements

- Unreal Fest 2024 Speaker
- Technical Artist on Emmy Winning *What If...? An Immersive Story*