


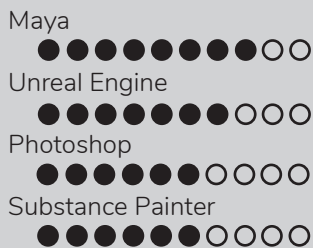


# KATELYN KEUCH

3D ARTIST

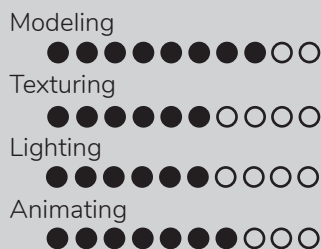
 Raleigh, NC  
 kate.in.3D@gmail.com  
 www.katelynkeuch.com

## SOFTWARE



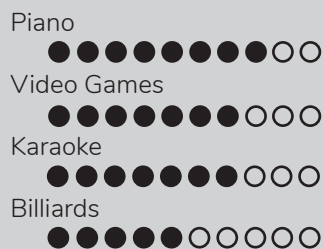
Additional:  
3DSMax, After Effects, Illustrator  
ZBrush, Marmoset, Houdini

## SKILLS



Additional:  
Rendering, Compositing,  
Rigging, Concepting

## HOBBIES



## Hello!

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

## Job Experience

### Rivian/ Lead Visualization Designer

12/2023 - current

- concepted 2D cel-shaded visuals and translated them into CG scenes inside of UE for the in-car infotainment system
- modeled 3D assets, developed and set dressed drive mode environments including holiday updates, created 2D flat art, shaders, blueprints & fx

### 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

## 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*