

Ryan Kuehn || 3D Game Artist

www.ryankuehn.net
ryan@ryankuehn.net
206-631-9969
Seattle WA. USA

Objective

To bring my nine plus years of commercial game artist experience to a vibrant company that excites my passion for games, challenges me, and pushes me to become a better artist.

Work Experience

343 Industries – MP Environment Artist June 2014 – Present

- Asset creation in a fast paced, art driven established environment for the Xbox One
- Prop art, environment art, level design, set dressing, engine importation/optimization
- High to low poly asset creation, PBR texture creation for multiplayer maps within the Halo Universe
- Working in and leading small teams to address high standards within the Halo Universe

Valkyrie Entertainment – 3D Artist August 2007 – April 2014

- Prop art, environment art, level design, set dressing, material creation, engine importation/optimization, etc
- High to low poly asset creation, UV mapping, transfer map baking, texture creation, LODs, all for everything from vehicles to foliage to props to weapons
- Working in and leading small teams to address high client standards in a variety of different art styles
- Rapidly switching engines/art styles/creation packages/final output according to client specs

Streamline Studios – 3D Artist January 2005 – May 2007

- Asset creation in a fast paced, high end, rapidly changing environment according to client specifications
- Primarily focused on the high to low poly asset creation pipeline

Core Skills

High-poly modeling	Texture Creation (diffuse, specular, normal, PBR)
Low-poly modeling	Level Design
Hard Surface modeling	Prop placement / set dressing
Retopology	Lighting
High-poly to Low-poly asset pipeline	Engine pipelines (importing, material creation, etc)

Tool set

3DS Max (primary)	3D Coat
Maya (secondary)	Perforce, Visual Source Safe, Tortoise SVN
Zbrush	Unreal Engine
Photoshop	Unity
Handplane / Knald / xNormal / Crazybump	Quixel Suite

Education

- **Art Institute of Phoenix** - Bachelor of Arts in Game Art and Design - September 2004
- **Highline Community College** - Associate of Arts Degree - September 2000
 - Emphasis in computer science

Selected Projects:

- **Halo 5: Guardians – 343 Industries / Microsoft**
 - Lead small team to polish/finish Warzone maps
 - Worked with small teams to create multiplayer maps
 - Created custom models/PBR textures
 - Level organization and optimization for online performance
- **Forza Motorsport 5 – Turn 10 / Microsoft**
 - Track lead for Silverstone (Fuel Engine)
 - Directly lead small team in creating track specific and general library objects
 - Worked on-site with small team to assist with final push
- **Lost Planet 3 - Spark Unlimited**
 - Multiplayer level lead for Research Lab and Quarantine
 - Directly lead small team in creation of custom assets and general library objects
 - Level organization (Unreal 3) and optimization for online performance
 - Set dressing / VFX / Lighting
- **Kinect Star Wars - LucasArts / Terminal Reality / Microsoft**
 - Level lead for several pod racing maps
 - Directly lead small team in creation of custom assets and block out to complete level design
 - Level organization and optimization
 - Creation of cinematic props
- **Sorcery - Sony Computer Entertainment**
 - Environment artist / level design - (Unreal 3)
 - Creation of level specific and general library objects
 - Level / asset optimization
- **Toy Soldiers: Cold War - Signal Studios / Microsoft**
 - Environment /prop artist
 - Took cinematic character to completion
- **Hunted: The Demons Forge - Bethesda**
 - Prop /siege weapon artist
 - Creation of environmental props and siege weapons from concept to engine
 - Package / material set up (Unreal 3)
- **Section 8: Prejudice - Timegate**
 - Environment artist / Level design for several multiplayer maps
 - Creation of custom assets and general library objects
 - Set dressing / Lighting / Optimization (Unreal 3)
- **Tribes: Ascend - Hi-Rez Studios**
 - Weapon artist
 - Hard surface modeling / high to low poly pipeline / texture creation
- **The Incredible Hulk - Edge of Reality / SEGA**
 - Cinematic lead for opening cut scene
 - Directly lead small team in creation of custom / modular / destructible assets
 - Set dressing / base lighting
- **Battlefield 3 - Dice / EA**
 - Environment artist for New York City
 - Fast paced turn around for photo realistic buildings in Times Square
- **Twisted Metal - Eat Sleep Play / Sony**
 - Environment artist for several multiplayer maps
 - Set Dressing / level design / material optimization