

ASHLEY KNEHANS

CG GENERALIST

CONTACT

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EXPERIENCE

ZERO VFX

MAY 2021 - JULY 2024

MAY - DEC 2019

BOSTON, MA

CG Generalist (May 2021 - July 2024)

- Proficient in creating fully rigged biped characters using TSM5 and Advanced Skeleton for feature films
 - Expertise with weight painting and blend shapes for biped, quadruped, and avian characters
- Refine match moves from tracking to animate objects and capture shadows for rendering
- Skillfully position and animate minor movements for 3D objects in the background
- Produce botanical assets for feature film projects
- Employ Houdini for crafting crowd simulations
- Assist in integrating various elements and offering feedback to enhance the pipeline

Junior Tracking Artist (Jan 2022 - Sept 2023)

- Acquired proficiency in 3DE during the process of tracking shots for feature films
- Gained knowledge of various camera models and techniques for managing motion blur
- Ensured optimal functionality of 3D assets for tracking purposes and within the 3D environment
- Provided support to the tracking team by assisting with additional tracking tasks

Junior CG Generalist (Sept - Dec 2019)

- Model and texture hi/mid resolution CG assets for feature films
- Complete photo scans for photogrammetry CG assets for a commercial
- Keyframe animation for a feature film

Intern (May - Sept 2019)

- Utilize photogrammetry to model various computer-generated assets based on past productions.
- Acquire proficiency in weight painting for characters with rigging.

Hourly New Technologies Employee (Jan 2021 - May 2021)

- Create tutorials for non-animation students to learn how to use Tilt Brush and Maya to model 3D objects for games

New Technologies Co-op (Sept - Dec 2020)

- Began creating tutorials for students to learn how to 3D model for VR games
- Set up and operate different VR headsets
- Supervise students in VR lab space and help them with any problems that arise

NORTHEASTERN UNIVERSITY VR LAB

SEPT 2020 - MAY 2021

BOSTON, MA

EDUCATION

NORTHEASTERN UNIVERSITY

BFA in Media Arts concentration in Animation

- Sept 2016 – May 2021
- Minor in Interaction Design
- 3.59 GPA; Dean's List

CG MASTER ACADEMY

Intro to FX Using Houdini class

- Completed Fall 2020

TECHNICAL SKILLS

PROFICIENT

Maya, SpeedTree, 3DE, Advanced Skeleton, TSM5, Substance Painter, Adobe Creative Suite

KNOWLEDGEABLE

Houdini, ZBrush, Nuke Studio, Blender, Unreal Engine 4, Unity