

ASHLEY KNEHANS

VFX ARTIST

CONTACT

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EXPERIENCE

ZERO VFX

MAY - DEC 2019 | BOSTON, MA

Junior 3D Generalist & IT Assistant (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
- Aided IT support staff with desktop setup for artists

Intern (May - Sept 2019)

- Model various CG assets from previous productions while utilizing photogrammetry
- Learn weight painting for rigged characters

NORTHEASTERN UNIVERSITY VR LAB

SEPT 2020 - PRESENT | BOSTON, MA

Hourly New Technologies Employee (Jan 2021 - present)

- 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 ANIMATION CLUB

2017 - PRESENT | BOSTON, MA

President (present)

- Organize and host bi-weekly executive board meetings, host bi-weekly meetings
- Complete training and administrative work to keep club in good standing with the university
- Navigate keeping animation community engaged during the pandemic and hosting meetings via Zoom

Vice President (2019–2020), PR Representative (2018–2019), Ambassador (2017–2018)

- Organize tasks for executive board members, host bi-weekly meetings
- Alert club members of upcoming events via social media, plan meetings
- Help develop strategies to recruit new students

ACM SIGGRAPH STUDENT VOLUNTEER

SUMMER 2017 | VANCOUVER, BC

- Selected from over 1,000 volunteer applicants
- Assisted attendees and provided support to help run a successful conference

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, Houdini, Substance Painter, Adobe Creative Suite

KNOWLEDGEABLE

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

INTERMEDIATE

VEX, Java, HTML/CSS

OTHER EXPERIENCE

DIVISION I ROWING ATHLETE

2016 – 2020 | Boston, MA

- Recipient of an athletic scholarship
- Train 20+ hours a week
- Competed at NCAA Championships 2017, 2018, and 2019
- Competed at Women's Henley Regatta 2017

ROVER PET SITTER

2019 – present | Boston, MA

- Effectively communicate with potential and previous clients about their dog or cat's needs
- Interact with pets in my home or client's home to provide comfort and company as well as their daily needs