

# Ashley Raney

## Environment Artist and 3D Modeler

### ACADEMIC EXPERIENCE

#### 3D Environment Artist – *Ceramic Soul*

AUGUST 2021 – December 2021

- 3D modeled key environmental and gameplay features and props. UV unwraps and prepares each object to be handed to texture artists and the set dresser.
- Collaborated with concept artists and level designers to accomplish set design goals while maintaining cultural and period relevant aspects of various set pieces.
- Game shipped and [released to Steam](#) in April 2022

#### Environment Artist and Co-Producer — *Repossession*

SEPTEMBER 2020 – APRIL 2021

- Managed team of artists, designers, and programmers. Led team meetings, monitored intra-team dynamics and personal relations, assisted with scheduling meetings, and making final directional decisions for the game.
- Modeled and implemented every prop asset in preparation for texture artists to finalize in engine.
- Assisted in research of both real world examples and stylized art to help create style guide artists would be able to reference during creation of game.

#### Environment Artist — *Potion Sickness*

SEPTEMBER 2019 - APRIL 2020

- Painted all sets for this 2D short film using entirely watercolors and gouache.
- Assisted in the creation of art style of film focusing on bouncy, stylized characters and backgrounds.

### WORK EXPERIENCE

#### Rudnick Manufacturing – Director of Administration and Media

JULY 2022 – PRESENT

- Retain and organize all necessary records for employee documentation, tax information, vendor contracts, invoices, and receipts.
- Keep customers up to date with current in-stock products and custom orders via social media and phone conversations.

#### H1 Unlimited — *Director of Credentials/Social Media Manager*

MAY 2022 – SEPTEMBER 2022

- Coordinate and execute credential program for the H1 Unlimited hydroplane racing circuit. Enforce regulations put forth by insurance to maintain safety within restricted access areas during races.
- Creation of content for the H1 Unlimited Instagram and Facebook pages including Reel editing & filming, press release copywriting, and more.

#### DigiPen Institute of Technology — *Teaching Assistant*

SEPTEMBER 2019 - APRIL 2020

- Assisted in the teaching of Tone, Color, and Composition I and II. Educated students on the basics of color theory, value, hue, and saturation. Gave critique during in class demonstrations and painting sessions.

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### PROGRAM SKILLS

- Adobe Photoshop
- Autodesk Maya
- Blender
- Substance Painter
- Marmoset Toolbag
- Renderman
- Unreal
- Zbrush

### SKILLS

- Modeling
- Texturing
- UV Unwrapping
- Environment Concepting
- Traditional painting in oils, watercolors, and gouache

### EDUCATION

DigiPen Institute of Technology —  
BFA in Digital Art and Animation