



Chloe Stevenson

Visual Development + Concept Artist

Contact



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 Los Angeles, CA

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Education



BFA Animation

- Woodbury University (animation major)

- CGMA digital art courses

- CSU Bakersfield (studio art major)

Software Skills



photoshop



maya



premiere pro



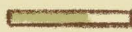
blender



after effects



dragon frame



procreate



google suite



harmony



microsoft suite



storyboard pro



illustrator



Experience



Diamond Game Enterprises

03/23-pres

- Game Artist

- designing assets & concept art

Unannounced Indie project

12/21-01/22

- lead BG & prop designer

El Grupo Animation

05/21-08/21

- VisDev & Layout intern

Oddfellows Content Agency

05/21-08/21

- VisDev Mentee

Women in Animation

05/21-08/21

- VisDev Mentee

Abilities



prop design

costume design

BG design

3d modeling

Character design

cleanup/finishing

Graphic design

key art

illustration

mockups/sketches

isometrics design

storyboarding

orthographic design

animation

asset design

editing

