

Grand Rapids MI 49546
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Chloe White

Character Artist | 3D Artist

SOFTWARE EXPERIENCE

Unreal Engine

Maya

Zbrush

Marmoset Toolbag

Substance Painter

Photoshop

Clip Studio

Figma

SKILLS

3D Character Modeling

Topology Optimization

UV Mapping & Texture
Baking

Stylized PBR Texturing

OVERVIEW

I'm a Character Artist dedicated to creating immersive, stylized, and game-ready 3D characters. My skills include modeling, topology optimization, UV mapping, and PBR texturing. I have a solid background in Unreal Engine pipelines and excel at transforming 2D concepts into intricate 3D assets. In short, I am eager to collaborate with innovative teams in the gaming industry.

EXPERIENCE

Freelance Illustration Remote — Self-Employment

December 2018 - Present

Working with clientele to create visual representations for various projects on a contract basis. Responsible for communications, time management, and reassessing work based on feedback and critique as well as representing myself and my brand through advertising and social media management

Happy's Haunted House Detroit MI — Lead Concept Artist

September 2022 - March 2023

Worked as a team leader for the development of assets for an Unreal Engine-based horror game. Responsible for creating concept art based on ideas discussed by the art department. Worked in conjunction with both environment and character artists to provide visual documentation. Facilitated deadlines and worked with other disciplines on the team for stylistic adjustments.

EDUCATION

College for Creative Studies Detroit MI — Bachelor of Arts

September 2020 - December 2024

While studying for a degree in game design my curriculum took me through the process of traditional drawing techniques through modern-day CGI pipelines. Throughout the program, I was able to familiarize myself with the asset production experience, including creating 2D and 3D assets for platforms such as augmented reality, virtual reality, and animation.

ACHIEVEMENTS

Achieved Presidents list for 5 semesters. Students on this List have earned a semester grade point average of 3.8 or higher while taking at least 12 credit hours. Dean's list for 3 semesters. Students on this List have earned a semester grade point average of 3.5 to 3.79 while taking at least 12 credit hours



