Chloe Renee Hayes
Animator and Digital Artist

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──── Work Experience ────

2016 – 2019 **Freelance Art and Animation** *Self-Employed, Rochester*

2020 ***"Let's Talk About Salt" ft. Cheryl "Salt" James***, Full 2D Animation: TvPaint
Nuevo Rico Film, Full 2D Animation, Rough and Clean: TvPaint
Pencilmation, Revisions in animation: TvPaint, Adobe Animate
2019 ***Flicker Fortress***, Worked on Team for Creation of 3D Puzzle Platformer Game with
Character That is Able to Fuse with Environment, Concept Design, 3D Modeling,
Rigging, Animation, Texturing: Maya, Zbrush, Photoshop
"The One" by NuTone, Concept design, Full 2D Animation Rough and Clean,
Post-Production: Tvpaint, Photoshop, After Effects
2018 ***VRsus gARdian***, *Worked on Team Build for Two-Player Augmented Reality versus
Virtual Reality Cat and Mouse Game in Unity.* Responsibilities: Conceptual Design,
3D Modeling, Rigging, Animation, Texturing: Maya, Zbrush, Photoshop

2016 – 2019 **Graduate Teaching Assistant** *Rochester Institute of Technology*
Classes: History of Animation, International FIlm History: Japanese Film, Writing Assistance
*Responsibilities: Prepared/presented lectures/lessons to the class, Assisted in grading
papers/exams/assignments, Proctored exams, Advised students and provided feedback*

2015 – 2016 **3D/Design Intern Group Manager** *Rise Network of Augusta*
*Responsibilities: 3D modelling, developed project ideas, Coordinated/led animation
team members, managed team conferences, reported on team progress to CEO*

──── Education ────

2016 – 2019 **Master's in Film and Animation** *Rochester Institute of Technology*
2019 *note to self*, Creator and Animator, Thesis Film, Spring SOFA Screenings
2017 *Id of the Perverse*, Creator and Animator, Film Maudit 2.0 Los Angeles Film Festival

2015 – 2011 **Bachelor's in Studio Arts** *University of Rochester*
2015 *Shadows Need Light To Exist*, Animation/interactive media, Senior Thesis
Exhibition

──── Skills ────

Software/Systems Maya, Mudbox, Zbrush, Blender, Source Tree, Unity, Nuke, Photoshop, After Effects,
Premier, Audition, TvPaint, Aseprite, Microsoft Office, Google Drive Tools

Skills Modeling/Sculpting, Animation, Rigging, Texturing, Video Editing, Greenscreen, Motion
Capture, Compositing, Physical Based Rendering, Low-Poly Pipeline, Audio Editing, ADR