

# Chloe Liao

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## EDUCATION

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**Ringling College of Art and Design** | Sarasota, FL | May 2028

Bachelor of Fine Arts in Computer Animation, **Minor** in Business of Art and Design

GPA: 3.93/4.0

## CONTRACT & PROFESSIONAL ART EXPERIENCE

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**3D Artist Intern** | **Cosmic Bay Studios** | Remote | February 2026 - Present

- Designed mech armor concepts, including the primary player character, helping define the visual direction of core gameplay assets
- Collaborated with the team to iterate on designs based on gameplay needs and project style
- Translated design ideas into production-ready visuals to support 3D modeling and implementation
- Contributed to the visual development of *Siege of Eden* within an active game production pipeline

**Official Content Creator for Reverse: 1999** | **BluePoch Games** | Remote | November 2023 - Present

- Selected as an official contracted artist to create artwork for the game's content and promotions
- Collaborated with studio representatives to refine concepts and meet project deadlines
- Adapted visual style to align with the brand guidelines, narrative tone, and target audience

**Cover Artist for Multiple Science Magazines** | Remote | September 2021 - Present

- Illustrated the covers for *Zoological Research* (Volume 43 Issue 4), *Chinese Journal of Cell Biology* (Vol. 44, No. 3), and *Protein and Cell* (in revision), contributing visually to the academic and scientific communities
- Designed relevant illustrations using digital media with a thoughtful approach to design
- Worked closely with editors and researchers to ensure that each illustration accurately represented the subject matter

**Art Content Creator** | **TikTok** | Remote | March 2023 - Present

- Amassed **45k** followers on TikTok (@iluvpi3) by regularly posting art and art tutorials
- Created art tutorials for followers' interests and skill levels, resulting in high engagement
- Developed a unique content strategy that attracted a broad audience interested in art and self-expression

**Freelance Illustrator** | Remote | May 2024 - Present

- Completed high quality online commissions for **hundreds** of clients, including custom illustrations, character designs, etc.
- Handled deadlines and client communication, ensuring satisfaction with the final product
- Managed multiple commissions simultaneously while maintaining quality and attention to detail

## SKILLS

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**Technical** | 3D/2D Animation, 3D Modeling, Storyboarding, Visual Development

**Tools** | After Effects, Animation Paper, Autodesk Maya, Figma, Illustrator, Nuke, Photoshop, Premiere, Procreate, Substance Painter, Syncsketch, Zbrush

**Languages** | Fluent in English and Chinese

## ACHIEVEMENTS

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**Ringling College of Art and Design** | 2024

- Work showcased in Best of Ringling's Computer Animation Showreel
- Best of Show at Ringling's MadeBy Gallery
- Artwork selected by Ringling to create a coloring book for promotional purposes