

CHLOE GYETVAI

3D ARTIST & VISUAL DEVELOPMENT ARTIST

Driven artist passionate for 3D modeling/texturing, and digital painting
Experienced in Maya, ZBrush, Substance Painter, Unreal Engine, and Photoshop

CONTACT

gyetvaichloe@gmail.com

WEBSITE

www.artbychloegyetvai.com

EXPERIENCE

OTIS COLLEGE OF ART AND DESIGN | LOS ANGELES, CA

UNDERGRAD CLASSROOM ASSISTANT | AUGUST 2023 - MAY 2024

- Offered in-class support on-campus to the faculty and students enrolled in the classes
- Assisted and provided demos for students in Maya and ZBrush

SUPER JUMP GAMES | SAN FRANCISCO, CA [REMOTE]

3D ARTIST INTERN | JANUARY 2024 - APRIL 2024

- Worked closely with the co-founder and development team, and contributed to real-world project(s) that shipped to live players on the Fortnite platform
- 3D Modeled Characters/Props in Maya and ZBrush to create highly stylized assets, then textured in Substance Painter to bring into Unreal Engine
- Set-dressed in Unreal Engine

NBCUNIVERSAL | LOS ANGELES, CA

GAME CONCEPT ART INTERN | JUNE - AUGUST 2023

- Created detailed illustrations and concept art for use in game development ranging from mobile to AAA concepts
- Collaborated closely with the Sr. Director of Creative and Art Director to develop concept art to ensure that the visual concepts aligned with the game pitches
- Analyzed and explored different aesthetics to create unique and appealing game art styles

OTIS COLLEGE OF ART AND DESIGN | LOS ANGELES, CA

ADMINISTRATIVE AID | AUGUST 2022 - DECEMBER 2023

- Worked with department chairs to design and develop animations that were broadcasted on the Digital Media Department floor
- Performed administrative tasks for the department and or supervisor

EDUCATION

OTIS COLLEGE OF ART AND DESIGN

Bachelor of Fine Arts, Game and Entertainment Design