

CHLOE DAVIS

CONCEPT ARTIST

Email: chloelizdavis@gmail.com
Portfolio: www.chloe-davis.com

EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts in Animation | 4.0 GPA
Minor in Music Production
Minor in Drawing

Academic Honor Scholarship
Achievement Honor Scholarship

May 2025

EXPERIENCE

The Walt Disney Company College Program

Aug 2025 – Current

Cast Member

- Efficiently managed numerous tasks in a fast-paced environment.
- Maintained Disney look and attitude to create joyful memories for park guests.
- Always worked to address guest needs, exceed expectations, and provide a positive experience.

2D Animated Short Film: "Bwinky's Little Big World of Love"

September 2024 – June 2025

Layout Lead & Concept Artist

- Concept artist, background painter, and layout lead. Developed a visual style aligning with the director's vision, the film's animation style, and the narrative tone.
- Led the layout team, ensuring consistency in layouts and background paint.
- Collaborated closely with the director to refine important visual elements, playing a vital role in shaping the overall look and feel of the film.

2D Animated Short Film: "Flora"

November 2024 – March 2025

Director & Producer

- Directed and produced an animated short advertisement over a 4-month timeline.
- Managed a team of 22 artists in creating: storyboards, character design, visual development, layouts, background painting, and animation.
- Fostered a collaborative and positive work environment, using strong leadership, organizational, and communication skills to bring the concept to life.

Savannah College of Art and Design

September 2023 – June 2025

Resident Assistant

- Demonstrated leadership, communication, and problem-solving skills while creating a joyful and inclusive atmosphere. Provided mentorship and conflict resolution.
- Organized events promoting engagement and belonging. Connected students with administration while addressing concerns and enforcing policies.

Hybrid Animated Short Film: "Starling"

March – June 2024

Director

- Wrote and directed a 3-minute hybrid animated film in only 10 weeks.
- Led a multidisciplinary team of 11 in story development, concept development, character design, 3D character modeling and rigging, 2D animation, compositing, and sound design. Took on additional responsibilities, including background painting, asset design, compositing, ADR recording, and sound and video editing.
- Cultivated an enthusiastic team dynamic, resulting in an emotionally impactful and one-of-a-kind film.

SKILLS

Concept Development	Music Producing	Scriptwriting	3D Modeling	Collaboration	Empathy
Character Design	Audio Engineering	Compositing	Rigging	Leadership	Organization
Illustration	ADR Mixing	Video Editing	Texture Painting	Problem Solving	Mentorship
Storyboarding	Audio Editing	Graphic Design	2D Animating	Detail-Oriented	Ambitious

SOFTWARE

Adobe AfterEffects	Adobe Photoshop	Adobe Illustrator	Adobe Premiere Pro
Toonboom Harmony	Adobe InDesign	Storyboard Pro	Substance Painter
Clip Studio	Final Draft	Procreate	Maya
Ableton Live	Pro Tools		