

Chloe Bagnull

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chloebagnull.com

EDUCATION

- Missouri State University
- Bachelor of Science / Electronic Arts: Computer Animation
- Minor: Art

EXPERIENCE

Senior Thesis Project: Jack's Big Idea / Director of Animation + Lead Animator
2019-2020

- Character design loosely based on lead actor
- Storyboard animation aspect as it related to the live footage
- Rough animation and keyframing
- Recruited other animators
- Directed a team of animators on in-betweening, clean-up of roughs, coloring, and compositing with film footage

Senior Thesis Project: Recoiled / 3D Modeler
2018-2019

- Modeled a stepping stool and bathroom mirror
- Followed pipeline and format guidelines
- Re-topologized models for proper usage
- Unwrapped UVs

SKILLS

- Photoshop
- Animate
- After Effects
- Premiere Pro
- InDesign
- 3D modeling and animation experience in Autodesk Maya

Springfield Creatives / Member / 2016 - Present

- Discuss different topics in creative fields once a month
- Student Committee member for first two years
- Helped organize student portfolio review and a mentorship program