

# 3 D Artist

Chloe Hajj

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## Experience

### 3D Game Assets Creator | SIV | Tunisia, Tunisia

JUNE 2025 – SEPTEMBER

- Designing, modelling, UV unwrapping and texturing game-ready models to be exported into Unity.
- Studying the style of different asset packs to create similar missing assets in the exact style used.
- Creating accurate models from all kinds of references with proper proportions.

### Part-time Junior Animator | Hedgehog Post-Productions | Achrafieh, Lebanon

JULY 2024 – NOVEMBER 2024

- Animating in After Effects for Ads and award shows mainly.
- Editing Images and separating them into layers for compositing in Photoshop.
- Retouching and tracking for multiple major Ads, as well as using Blender to create 3D renders to be composited with accurate shadows and tracking.
- Integrating AI into the creative process, generating images to be edited in Photoshop, and animating still images in Runway to be composited later.

## Skills

**Hard Skills:** Hard Surface Modelling • 3D Sculpting • Texturing • UV Unwrapping • Rendering • Post-processing • 2D and 3D animation • Environment Design • Editing

**Soft Skills:** Time management • Creativity • Organization

**Software:** Blender • Maya • 3DS Max • Zbrush • Unity • Substance Painter • After Effects • Photoshop

**Languages:** English C2 • Lebanese Dialect C2 • French C1 • Arabic B1

## Education

**Bachelor of Science in Computer Graphics and Animation | Notre Dame University | Zouq Mosbeh, Lebanon**

SEPTEMBER 2022 - PRESENT

3.8 GPA • Dean's List

## Activities

Literature • Art • Crafting • Video Games • Shows