



PHOEBE CHOU

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EXPERIENCE

CREATIVE DIRECTOR | “Guardian’s Lament” 3D Animated Film Jan. 2025 - Present

- Directing a team of 25+ artists on the production of an original 3D animated hybrid (Blender/Maya) film.
- Providing creative direction for visual development, modeling, and animation through design briefs and critique.
- Leading team management and communication between all creative departments and production.

CONCEPT ARTIST, CHARACTER DESIGNER | “Alyssum” 2D/3D Animated Film Nov. 2023 - Jan 2025

- Established character designs suitable for 2D animation.
- Spearheaded environment design and color reference for background artists.
- Illustrated character art used as storytelling assets in the final film.

BACKGROUND ARTIST | “My Turn!” 2D Animated Film Nov. 2023 - May 2024

- Painted backgrounds following color scripts and project’s stylistic guidelines.
- Communicated consistently with the Art Director and addressed all critiques precisely.

DIRECTOR, MODEL & TEXTURE ARTIST | “Stray” Room Recreation Project Mar. 2024 - May 2024

- Led a team of 20 artists, providing concise critique and feedback of 90+ assets.
- Modeled and textured key environmental assets utilizing Autodesk Maya and Substance Painter.

TEACHER’S ASSISTANT | San Jose State University Sep. 2023 - Mar. 2024

- Provided guidance and advice regarding technical and creative obstacles, encouraging student improvement.
- Facilitated multiple review sessions of student portfolios, creating space for technical and creative discussion.
- Strengthened visual storytelling and graphic design in student work, incentivizing innovative decisions.

ART DIRECTOR, CREATIVE PRODUCER | “ACK!ne” 2D Animated Film Aug. 2023 - Dec. 2023

- Directed and produced an independent hand-drawn animated film.
- Created original character designs, concise color scripts, and stylized backgrounds adhering to production schedule.
- Distributed and promoted the final product to various international film festivals.

EDUCATION

San Jose State University | BFA Animation/Illustration Expected Graduation - May 2026

- President’s Scholar Fall 2021-2024
- Dean’s Scholar Spring 2022-2023

TECHNICAL SKILLS

- Adobe Creative Suite
- Autodesk Maya
- Zbrush
- Nuke
- Blender
- Google Suite

PERSONAL SKILLS

- Strong Communication
- Receptive to Feedback
- Time Management
- File Organization
- Eagerness to Learn
- Note-taking & transcribing

AWARDS

“ACK!ne”

- 2024 Award Winner - Just Like You Films
- Finalist - 34th CSU Media Arts Festival

INTERESTS

- Story-driven video games
- True crime documentaries & horror media