

EVELYN DALE

Environment Concept Artist

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EXPERIENCE

STUDENT FILMS AND GAMES

Director for Cosmos Cuisine, 2025

- Created environment concepts and Art Bible
- Critiqued work from the team to create a cohesive film
- Blocked, lined, and painted layouts
- Composited shots in Aftereffects

Environment Design, Layout Painter

SCAD Animation Studios Game, Overgrown! 2025

- Communicated with leads to design in-game environments and props
- Worked with art director to match style
- Lined and painted layouts

Asset Creator

SCAD Animation Studios, Inkwashed! 2025

- Used the grease pencil in Blender to draw detail onto existing 3D assets used in the film

Layout Painter

The Shepherd's Flock, 2024 Rookies Finalist

- Lined and painted layouts

FREELANCE

2020 - Present

- Book Cover Illustration for "Snippets and Spiels" by Mikah Renee Ribble and *Hope* by Sal Lopiano
- 20 Character Designs for The Hypatian Institute

EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts in Animation

2022 - May 2026

Savannah, Georgia

SKILLS

TECHNICAL SKILLS

- Environment and Prop Design
- Character and Creature Design
- Worldbuilding
- Drawing, Painting, Illustrating
- Storyboarding

SOFTWARE

- Adobe Suite : Photoshop, etc.
- Procreate
- Blender
- Storyboard Pro
- Toonboom Harmony

SOFT SKILLS

- Leadership and Cooperation
- Adaptability
- Time Management
- Attention to Detail
- Clear Critique

