

Stella Golden

Pasadena, United States

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<https://www.stellagolden.art/>

Work Experience

Sep 2021 - PRESENT

Abandonware, Pasadena– Character Designer, Writer

- Collaborated with a team of 4 concept designers and 4 game designers in-person to build a physical foodtruck-themed interactive gaming space.
- Designed customers and final boss to appear in cutscenes and to be interacted with in a “server” styled game.
- Wrote and pitched a narrative arch that would be executed in the final version of the game through a series of cutscenes.
- Wrote the final script and voiced the main character Wendy the Witch.
- **Nominated for the Live Action Award at IndieCade 2022**

Jan 2022 - Apr 2022

Missing Teen, Pasadena– Storyboard Artist

- Collaborated with a team of 4 other storyboard artists via Zoom using Storyboard Pro to create a final animatic from a working script
- Created 3D layouts using Sketchup to distribute to other storyboard artists to create a consistent workflow
- Presented final animatic to an industry professional

Sep 2020 - Dec 2020

The Probe, Pasadena– Concept Designer

- Worked with a team of artists and writers to create blue sky concepts for a live-action sci-fi horror film
- Designed sketch variations and renders for characters, UI UX interfaces, and props

Jan 2019 - Apr 2019

The Defenders, Pasadena– Concept Designer

- Worked with a team of 3 other artists in-person to redesign Philip K Dicks short story, The Defenders.
- Produced sketches and iterations of main robotic antagonists to be passed off and turned into 3D assets
- Created color scripts and key paintings to be used in a cohesive presentation
- Edited a voiced-over animatic in Premiere to be presented to a room of industry professionals

Education

January 2018 - December 2022

ArtCenter College of Design, Pasadena, US - Entertainment Design

Bachelors of Science - Jan 2018 - December 2022

Creative Writing Minor - Jan 2018 - December 2022

Skills

Languages : English

Programs: Storyboard Pro, Photoshop, Illustrator, Clip Studio Paint, Sketchup, ZBrush, Blender,

Maya, Premiere, After Effects