Gracie Szymanski
FX Artist and Visual Effects Student

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EDUCATION

Bachelor of Fine Arts, Visual Effects, Minor in Technical Direction
09/2022 - 06/2026
Savannah College of Art and Design

WORK EXPERIENCE

Editor-in-Chief | RenderQ
03/2024 - Present
- Lead a team of editors in weekly meetings to design and produce an award-winning student media magazine focused on visual effects and film, featuring articles, tutorials, and interviews.
- Created resources, such as software tutorials, for other students to use and learn from.

Social and Visual Brand Director | The Miracle League of Palm Beach County, Non-Profit
06/2024 - 02/2025
- Developed a cohesive visual brand, enhancing the organization's aesthetic and strengthening its identity across digital platforms.
- Managed and curated content for Instagram and Facebook increasing following by over 100.
- Designed various templates for professional events and advertisements.

PROJECT EXPERIENCE

Senior Thesis Short Film: Metamorphosis | Co-Producer/Co-Director, FX Artist
05/2025 - Present
- Led a team of over 20 artists by organizing schedules, delegating tasks, and managing project milestones.
- Contributed to story development and creative direction to ensure a cohesive vision.
- Designed and implemented the production pipeline, streamlining workflows across departments.
- Supervised FX creation and integration, and produced original FX work, including particle simulations, environmental effects, and cloth simulations.

SCAD Women in VFX Club | Co-Founder, President
04/2024 - Present
- Co-founded a club dedicated to supporting women, minorities, and allies in the SCAD Visual Effects department.
- Coordinated and hosted guest speaker events, liaising with industry professionals to share insights and career guidance with members.
- Led and managed club officers, delegating tasks and ensuring smooth operations.

LookDev Artist | SCAD x The Mill Collaboration
09/2024 - 11/2024
- Collaborated with a team over 10 weeks to create a high-quality mock advertisement, receiving weekly critique from industry mentors at The Mill and daily critique from professors.
- Gained on-set experience co-directing and operating Blackmagic cameras.
- Designed and refined lighting and shaders to achieve physically accurate images throughout the production pipeline.

VOLUNTEER EXPERIENCE

SIGGRAPH Student Volunteer | SIGGRAPH Denver Convention 2024
07/2024
- Assisted in tasks to ensure the convention ran smoothly for attendees while engaging with industry professionals, peers, and potential employers.

SOFTWARE SKILLS

Maya, Houdini, Nuke, Davinci Resolve, Unreal Engine, Photoshop, Substance Painter

TECHNICAL SKILLS

Python Coding, C++ Coding, HTML/CSS Coding, Java Script Coding

SOFT SKILLS

Organized, Natural Leader, Traditionally Trained Artist