

Gracie Szymanski

CG Generalist | FX | Lighting & Look Development

(561) 494-5307 | gracieszymanski04@gmail.com | www.gracieszymanski.com | [LinkedIn](#)

Growth-minded CG Artist who adores a technical puzzle and a pretty picture.. I bring a passion for storytelling, a proven track record of well-rounded skills and collaborative instincts, and a dedication for excellence.

EDUCATION

Bachelor of Fine Arts, Visual Effects, Minor in Technical Direction | 2026

Savannah College of Art and Design, summa cum laude

PROJECT EXPERIENCE

FX Artist, Asset Creator | SCAD x Harbor x ETC Collaboration | 01/2026 - 03/2026

- Worked closely with a team of 5 to create a high-quality Oura Ring spec ad on a production timeline, integrating weekly critique from Harbor and ETC mentors before deadlines.
- Tested new technologies in the VFX pipeline, including Meshy AI, Google Gemini, and Claude AI.
- Modeled simulation-ready flower asset with proper UVs.
- Iteratively tested cloth, hair, and particle simulations in Houdini to develop a refined floral effect.

Co-Producer/Co-Director, CG Generalist, Technical Director | Metamorphosis | 05/2025 - 06/2026

- Built and maintained a USD pipeline for a 15+ artist team, wrangling renders, tracking shot progress, and troubleshooting creative and technical issues to drive 18 shots to completion.
- Produced FX simulations (particle, growth, cloth) and modeled/textured assets in Maya, Houdini, and Substance Painter, collaborating across departments for clean integration.
- Led story development and creative direction while fostering a positive atmosphere for artists.

Lighting and Look Development Artist | SCAD x The Mill Collaboration | 09/2024 - 11/2024

- Collaborated with a team of 5 to create a gelato spec ad, documenting processes through daily blogs, presenting in weekly reviews, and addressing notes from Mill mentors before deadlines.
- Lit and developed shaders in Redshift, achieving physically accurate looks matched to live plates.
- 3D blocked and lit full-CG backgrounds in Arnold for live action integration.

CG Generalist | Spec Advertisement Project Series | 06/2026 - Present

- Ideated and created 3 spec ads, modeling assets in Maya, texturing in Substance Painter, simulating in Houdini, lit and rendered in Karma, and compositing with AOV and cryptomatte rebuilds in Nuke.
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WORK EXPERIENCE

CG Artist and Visual Brand Director | The Miracle League of Palm Beach County | 06/2024 - Present

- Developed a full-CG ad, from concept to final render, to promote engagement and donations.
- Grew social media following by 100+ by establishing a cohesive brand identity, including a logo, flyers, infographics, and event banners, for fundraiser campaigns.

Front Desk Attendant | Valencia Sound HOA | 07/2026 - Present

- First point of contact for 300+ homeowners in a 55+ community, handling phones, reception, and administrative support with a positive and caring attitude.
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ACTIVITIES

Co-Founder & President, SCAD Women in VFX Club | 04/2024 - 06/2026

- Co-founded a club supporting women, minorities, and allies in VFX, growing it to 300+ members.
- Organized 10+ industry speaker events and led officers to keep operations running smoothly.

Women in Animation Mentee | Breaking in as a CG Artist Mentorship Circle | 10/2026 - Present

- Attend bi-weekly mentorship circles to receive feedback on work and connect with fellow mentees.

SIGGRAPH Student Volunteer | SIGGRAPH 2024 in Denver & SIGGRAPH 2026 in Los Angeles

- Supported conference operations while engaging directly with artists and attending informative panels.
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SKILLS

Technical Skills: FX, Lighting, Look Development, Rendering, Compositing, Modeling & Asset Creation, Maya, Houdini, Substance Painter, Nuke, DaVinci Resolve, Karma, Redshift, Arnold, Python, VEX, Linux, USD, JavaScript, AI-Assisted Workflows, Troubleshooting

Soft Skills: Adaptable, Organized, Driven, Positive Teammate, Curious, Avid Iced Coffee Drinker, Designated Office Baker