

# Gracie Szymanski

FX Artist

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Constantly enchanted by the remarkable projects that are produced by the power of simulations and hard work. I am eager to be a part of a creative team so that I may continue to learn, grow, and create magic.

## EDUCATION

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**Bachelor of Fine Arts, Visual Effects, Minor in Technical Direction**

09/2022 - 06/2026

Savannah College of Art and Design, GPA: 4.0

## WORK EXPERIENCE

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**Barista | The Sentient Bean, Coffee Shop**

07/2025 - Present

- Demonstrated strong multitasking and communication skills in a high-pressure environment, serving up to 300 customers per shift with exceptional customer service.

**Editor-in-Chief | RenderQ**

03/2024 - 03/2026

- Contracted to lead weekly editorial meetings to produce an award-winning student magazine covering visual effects and film, including articles, tutorials, and interviews.

**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, effectively increasing the following count by over 100 on social media platforms.

## PROJECT EXPERIENCE

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**FX Artist | SCAD x Harbor x ETC Collaboration**

01/2026 - Present

- Collaborated with a team to create a high-quality mock advertisement, receiving weekly critique from industry mentors at Harbor and ETC, and daily critique from professors.
- Grasped the use of AI in the VFX pipeline utilizing software such as Meshy AI, Google Gemini, and ClaudeAI while researching ComfyUI.
- Researched and iteratively tested cloth, hair, and particle simulations to develop a refined effect.

**Co-Producer/Co-Director, FX Artist | Senior Thesis Short Film: Metamorphosis**

05/2025 - Present

- Managed a 20+ artist team across scheduling, task delegation, pipeline development, and project milestones while contributing to story development and creative direction.
- Supervised and produced original FX work, including particle simulations, environmental effects, and cloth simulations while gaining LED Volume on-set experience.

**Co-Founder, President | SCAD Women in VFX Club**

04/2024 - Present

- Co-founded a club dedicated to supporting women, minorities, and allies in the SCAD Visual Effects department.
- Organized guest speaker events with industry professionals to provide members with career insights and guidance.
- Managed club officers and delegated responsibilities to ensure consistent operations.

**LookDev Artist | SCAD x The Mill Collaboration**

09/2024 - 11/2024

- Collaborated with a team to create a high-quality mock advertisement, receiving weekly critique from industry mentors at The Mill and daily critique from professors.
- Designed and refined lighting and shaders to achieve physically accurate images throughout the production pipeline.

## VOLUNTEER EXPERIENCE

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**SIGGRAPH Student Volunteer | SIGGRAPH Denver Convention 2024**

07/2024

- Assisted in administrative tasks while engaging in networking events.

## SOFTWARE SKILLS

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Houdini, Maya, Nuke, Davinci Resolve, Photoshop, Substance Painter, Python Coding

## SOFT SKILLS

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Organized, Traditionally Trained Artist, Curious, Avid Coffee Drinker, Amateur Cake Decorator