

Gracie Szymanski

CG Generalist | FX Artist

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CG Generalist with an enthusiasm for FX, enchanted by the intersection of art and technology. I'm drawn equally to creating pretty pictures and to solving the technical puzzles that make them possible.

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 | SCAD x Harbor x ETC Collaboration

01/2026 - 03/2026

- Collaborated with a team of 5 to create a high-quality Oura Ring spec ad on a production timeline, receiving weekly critique from industry mentors at Harbor and ETC.
- Gained hands-on experience using AI in the VFX pipeline, testing software such as Meshy AI, Google Gemini, and Claude AI.
- Ran iterative cloth, hair, and particle simulations in Houdini to develop a refined effect.

Lighting and LookDev Artist | SCAD x The Mill Collaboration

09/2024 - 11/2024

- Collaborated with a team of 5 to create a high-quality gelato spec ad on a production timeline, receiving weekly critique from industry mentors at The Mill.
- Designed and refined lighting and shaders, using Redshift, to achieve physically accurate images to be integrated onto live-plates. 3D blocked full CG backgrounds.

Co-Producer/Co-Director, Technical Director, CG Generalist | Short Film: Metamorphosis

05/2025 - 06/2026

- Built and maintained USD pipeline infrastructure for a 15+ artist team, coordinating render wrangling, task delegation, and milestone tracking across the production.
- Created FX simulations (particle, growth, cloth) and modeled/textured assets across 18 shots in Maya, Houdini, and Substance Painter.
- Led story development and creative direction across a full production pipeline.

Co-Founder, President | SCAD Women in VFX Club

04/2024 - 06/2026

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

WORK EXPERIENCE

Front Desk Attendant | Valencia Sound HOA

07/2026 - Present

- Served as the first point of contact for homeowners, managing phone communications, front desk reception, and administrative support for the community office.

Barista | The Sentient Bean, Coffee Shop

07/2025 - 04/2026

- Utilized strong multitasking and communication skills in a high-pressure environment, operating POS systems to efficiently serve 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 opinion articles, Maya and Houdini tutorials, and interviews with industry professionals.

VOLUNTEER EXPERIENCE

SIGGRAPH Student Volunteer | SIGGRAPH Convention 2024 & 2026

07/2024 & 07/2026

- Supported conference operations while engaging directly with artists and industry leaders.

SKILLS

Technical Skills: Houdini, Maya, Nuke, Davinci Resolve, Python, VEX, Linux, USD, JavaScript, Photoshop, Substance Painter, Redshift, Mantra, Karma, Arnold, Troubleshooting

Soft Skills: Organized, Independent, Collaborative, Avid Coffee Drinker, Amateur Cake Decorator