

Gracie Szymanski

FX Artist | CG Generalist

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Passionate about CG art and simulations because it scratches two itches at once: the satisfaction of puzzle-solving, and the reward of crafting something enchanting and beautiful from it!

EDUCATION

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

09/2022 - 06/2026

Savannah College of Art and Design, GPA: 4.0

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 with AI in the VFX pipeline utilizing software such as Meshy AI, Google Gemini, and Claude AI while researching ComfyUI.
- Iteratively simulated cloth, hair, and particle simulations in Houdini to develop a refined effect.

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

05/2025 - Present

- Managed a 15+ artist team across scheduling, task delegation, USD pipeline development, render wrangling, and project milestones while leading story development and creative direction.
- Produced original FX work, including particle, growth, and cloth simulations across 18 shots.
- Developed LED Volume and virtual production experience in a live on-set capacity.

Lighting and LookDev Artist | SCAD x The Mill Collaboration

09/2024 - 11/2024

- Collaborated with a team of 5 to create a high-quality Talenti 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 throughout the production pipeline. 3D blocked full CG backgrounds.

Co-Founder, President | SCAD Women in VFX Club

04/2024 - Present

- 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 while managing club officers and delegating responsibilities to ensure quality operations.

WORK EXPERIENCE

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.

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.

VOLUNTEER EXPERIENCE

SIGGRAPH Student Volunteer | SIGGRAPH Denver Convention 2024

07/2024

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

SKILLS

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

Soft Skills: Organized, Traditionally Trained Artist, Avid Coffee Drinker, Amateur Cake Decorator

