

# GRACE WISDOM

Background Design and Production Management



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[Website](#) | [LinkedIn](#)

## Qualifications

Skilled illustrator seeking internships or employment past May 2026 and is willing to relocate. Has industry and project experience as an environment and background artist on animated projects, can utilize 3D modeling to enhance designs, and can mimic various art styles. Is also a great multitasker, an excellent communicator, and meets deadlines efficiently.

## Education

**Savannah College of Art & Design** Master of Fine Arts in Illustration | September 2024 – May 2027

**Savannah College of Art & Design** Bachelor of Fine Arts in Animation | September 2019 – June 2024

## Experience

**Alane Adams Studios** Background Artist Freelancer | February 2026 – Present

- Designed and painted backgrounds for an unannounced project

**Anna Barbara Films** Production Assistant Internship | February 2024 – July 2024

- Organized and categorized hundreds of data entries into multiple spreadsheets
- Communicated remotely weekly to meet required deadlines on time with the project producer

## Additional Experience

**SCAD Residence Coordinator / Senior Residence Mentor** | February 2023 - Present

- Directly managed, guided, evaluated, and enforced Residence Life policy with a staff of RAs
- Scheduled and supervised staff meetings, training, and departmental functions
- Consolidated important resources for RAs into a Google Drive for easy navigation and asset organization
- Ensured all paperwork and tasks turned in by RAs were meeting department deadlines

## Projects

**“Ultramarine” 3D Animated Short Film** Director / Co-Producer | May 2023 – June 2024

- Illustrated environment designs, character designs, 3D texture assets, keyframe illustrations, and matte paintings utilizing Photoshop, Substance Painter, and Blender
- Researched and compiled art direction for the final look of the film
- Collaborated with project crew artists to complete work under fast-paced timeframes
- Optimized asset organization across Shotgun, Google Drive, and Dropbox databases

**“Beasts N’ Banter” 2D Animated Short Film** Background Artist | March 2024 – April 2024

- Illustrated and painted backgrounds from storyboard reference

**“Nainai’s Recipe” 2D Animated Short Film** Background Artist | November 2023 – March 2024

- Lined and painted backgrounds using Photoshop and Blender
- Concepted environment designs for film settings

**“Arcade” 2D Animated Short Film** Visual Development Artist / Producer | June 2022 - June 2023

- Streamlined remote collaboration between project leads and a crew of 85 artists across the US and Europe
- Structured a system for storing and submitting assets in Google Drive database efficiently under strict deadlines
- Maintained production documents in Microsoft Excel, Word, and Gmail Suites to guarantee goals were being met
- Communicated upcoming deadlines weekly with artists and individually followed up to check in on progress

**“Baklava” 2D Animated Short Film** Background Artist | October 2021 – December 2021

- Lined and painted layouts from 3D model and storyboard reference
- Winner of the Excellence Award in The Rookies

## Skills

**Technical** Background Design/Layout, Background Paint, Visual Development, Prop Design, Production Management

**Software** Toon Boom Harmony, Photoshop (Adobe Certified), Blender, SketchUp, Maya, Illustrator, Premiere, After Effects, Procreate, Google Suite, Microsoft Office Suite, Shotgun / Flow Production, Asana, Slack