

GRACE WISDOM

Background Design | Visual Development | Illustration



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

Qualifications

Skilled illustrator seeking full-time work and willing to relocate. Has industry and project experience working as an illustrator, can utilize 3D modeling to enhance designs, and can mimic various art styles.

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 | February 2026 – Present

- Designed and painted vectored environments for an unannounced project
- Multitasked across multiple projects to complete assignments in a timely manner
- Incorporated feedback from Art Director to refine assignments according to project needs
- Collaborated with remote crew across the United States with twice-weekly dailies

SCADHome | Residence Coordinator / Senior Residence Mentor | February 2023 – Present

- Directly managed, guided, evaluated, and enforced SCADHome policy with a staff of RAs
- Scheduled and supervised meetings, training, and departmental functions
- Consolidated important resources for RAs into a Google Drive for easy navigation and asset organization

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

- Categorized hundreds of data entries into multiple spreadsheets
- Utilized Excel formulas to organize input data
- Relayed summarized notes of completed tasks each week to the project producer

Projects

EVOL Motions Studios | Environment Visual Development Artist | August 2026 – Present

- Developed architectural designs for a 3D animated project
- Communicated with a remote crew to receive and complete assignments on time

“The Abyss Gazes Also” 2D Animated Short Film | Background Artist | August 2026

- Illustrated and painted backgrounds from storyboard reference

“Fluidly” 2D Animated Short Film | Background Artist | September 2024 – February 2025

- Illustrated and painted backgrounds from storyboard reference in Photoshop

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

- Researched art direction to guide the final look of the film
- Illustrated environment designs, 3D asset textures, and matte paintings utilizing Photoshop and Blender
- Collaborated with a crew of 25 to complete the project over a year's timeline

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

- Lined and painted backgrounds using Photoshop and Blender
- Designed environment concept art for film settings

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

- Concepted environment sets during preproduction in Adobe Photoshop
- Streamlined remote collaboration between project leads and a crew of 85 artists
- Awarded Semifinalist in the New York Indie Short Awards, “Creativity Award” with A Show for Change Festival, and “Best Amateur” with Short to the Point Festivals

Skills

Technical Background Design/Layout, Illustration, Visual Development, Matte Paint, Prop Design

Software Photoshop (Adobe Certified Professional), Toon Boom Harmony, SketchUp, Maya, Blender, Premiere, Illustrator, After Effects, Procreate, Substance Painter, Google Suite, Microsoft Office Suite, Slack