

GRACE WISDOM

Background Design and Production Management



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

Qualifications

Skilled illustrator seeking internships and jobs in design and production who is willing to relocate. Has extensive industry and project experience as an environment and background artist, can utilize 3D modeling to enhance designs, and can mimic various art styles. Also has experience managing large productions with industry-standard software.

Education

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

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

Experience

Alane Adams Studios | Background Artist | February 2026 – Present

- Contributed as a background artist to an unannounced project

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

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

- Facilitated hybrid collaboration between project leads and a crew of 25+ artists
- Researched art direction to guide the final look of the film
- Illustrated environment designs, 3D asset textures, and matte paintings utilizing Photoshop and Blender
- Optimized task organization across ShotGrid, Trello, and Dropbox databases
- Oversaw visual development and post-production Waterfall pipelines under fast-paced timeframes

“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
- Designed environment concept art 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 databases efficiently under strict deadlines
- 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, Visual Development, Matte Paint, Prop Design, Scrum and Waterfall Methodologies

Software Photoshop (Adobe Certified Professional), Illustrator, Blender, Maya, SketchUp, 3DS Max, Toon Boom Harmony, Storyboard Pro, Shotgrid / Flow Production Tracker, Jira, Trello, Confluence, Slack, Premiere, After Effects, Procreate, Google Suite, Microsoft Office Suite