Grace Clark

(480)-495-8330 • gracec1023@gmail.com • www.linkedin.com/in/grace-clark-43b74a233 • https://gracec1023.wixsite.com/gportfolio

SUMMARY

Senior Media Arts and Sciences student with a concentration in media processing. Project experience includes 3D asset creation and texturing with varying software. Seeking a full-time position in 3D modeling related fields, whether it be for spaces, assets, visuals. Also looking for possible part time positions to go along with my current part time job as well.

EDUCATION

Bachelor of Science in Media Arts and Sciences (Media Processing)   Graduated May 2024
Arizona State University, Tempe, AZ   3.5 GPA
Dean's List Spring 2023/Fall 2023/Spring 2024

TECHNICAL SKILLS

Design and Modeling Tools Experience: Rhino, Microsoft Office Suite, Blender, ZBrush (3D Sculpting), GUI, Maya
Adobe Creative Suite: Photoshop, Lightroom, Substance Painter, Indesign
Controller Experience: M5StickC, Circuit Playground
Construction Equipment Experience: Excavator, Backhoe, Skid steer, front-end Loader, Bulldozer, Double Drum Vibrator

WORK EXPERIENCE

Bath and Body Works, Mesa, AZ: Sales Associate
September 2021 – Current
- Worked among customers of all kinds to fulfill any questions and needs they have regarding home and body scents.
- Revamped store aesthetics and standardized display tables to enhance customer experience and boost sales; maintained project progress while engaging with guests to ensure satisfaction and loyalty.

Sharco Inc., Boston, NY: General Construction Worker
Summers 2020 – 2023
- Operated a bulldozer, skid steer, double drum roller compactor on job sites throughout Western New York.
- Designed a website for the company.

ACADEMIC PROJECTS AND RELEVANT CLASSES

Dreamscape Immersive
 Fall 2023

- Participated in the 3D art team to create assets for an academically themed VR game to be utilized in the Dreamscape Learn program for students.
- Created assets within Rhino and textured assets within Blender/Substance 3D Painter.
- Done within a class that teamed up with Dreamscape to develop a learning experience based on a book discussing the possible happenings of reducing water flow under the ice in Antarctica.

Modeled Dream House
Fall 2023
- Collaborated with a team of 5 students to model a Dream themed house with interior pieces. The house was fully modeled in Rhino.
- Designed furniture for 3D printing and the walls and floors for laser cutting.
- This was created within a class that was a Rhino learning class, also resulted in us fleshing out a themed container with living hinges.

Blender Animation
Fall 2023
- Rendered a 10 second animation in Blender.
- Rigged characters stood on a platform in the woods, waiting to be picked up by a magic powered bus.
- Was done within a class that was an intro to Blender and standard 3D modeling with the software Rhino as well.

VCV Rack2 Music Work
Spring 2023 – Spring 2024
- Created generative sound with the music software VCVRack2. Paired with the usage of different MIDI controllers, such as the circuit playground express and M5StickC Plus/Plus2.

Capstone Modulating Music Outfit WAM
Fall 2023 – Spring 2024
- Put together a clothing set with a group that, when worn by an individual, can manipulate and make music.
- Manipulated the CPX for led visuals and the M5StickCPlus/Plus2 to grab gyroscope/accelerometer data for sound manipulation through the program VCV Rack2.
- Created music patches for the outfit to accommodate different lyrical movements made in time and space.

Cyber Organic Totem
Spring 2024
- Fabricated a digital rendering and a large physical model of a themed totem for a class focused on advanced fabrication in the digital and physical realms.