

# Grace Clark

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[Portfolio](#)

[LinkedIn](#)

## SUMMARY

Creative and detail-oriented Media Arts and Sciences graduate with a concentration in Media Processing. I have hands-on experience in 3D design, CAD modeling, and digital texturing. Proficient in industry-standard tools and software including Rhino, Blender, and Adobe Creative Suite. I am passionate about environmental design, asset creation, and building immersive visual experiences. Seeking to apply and grow my 3D design skills in a collaborative team environment.

## EXPERIENCE

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### *SHARCO ENT. INC. | BOSTON, NY*

Summers 2020 -  
2023

Nov. 2024 –  
Present

#### **Web Design / Front-End Development**

- Design, develop, and maintain a responsive company website for our family business using **HTML in Visual Studio Code**
- Customized site layouts, navigation, and page structure to improve **user experience**, content clarity, and discoverability
- Created and optimized visual assets and implemented a structured image gallery to clearly connect project visuals with services
- Regularly update site content, pages, and layouts to reflect current company offerings and projects managing updates and version control through **GitHub**

#### **General Construction Worker**

- Operated heavy equipment including bulldozer, skid steer, and double drum roller compactor across commercial job sites in Western New York
- Supported excavation and construction projects through hands-on labor, site coordination, and equipment assistance

### *BUSCH'S FRESH FOOD MARKET | WEST BLOOMFIELD, MI*

June 2025 - Present

#### **Junior Prepared Food Specialist**

- Prepare and cook fresh foods for hot and deli cases, including catering orders, while maintaining quality and presentation standards
- Work efficiently in a commercial kitchen, adapting recipes and workflows to meet customer demand and preferences

#### **Deli and Bakery Associate**

- Prepare, rotate, and present bakery and deli items, including desserts, case foods, and packaged in-house products
- Assist guests with sliced meats, cheeses, and hot foods while supporting kitchen production such as rotisserie chicken preparation

### *THE SICILIAN BUTCHER | CHANDLER, AZ*

March 2025 -  
June 2025

#### **Barista, Expo/Runner**

- Open and close the bakery, manage pickup and to-go orders, and coordinate with the kitchen to ensure timely service
- Prepare drinks and desserts, assist customers, and maintain a clean, organized workspace while using the Toast POS

***BATH AND BODY WORKS | MESA, AZ***

Sept. 2021 -  
June 2025

**Sales Associate**

- Open and close the bakery, manage pickup and to-go orders, and coordinate with the kitchen to ensure timely service
- Prepare drinks and desserts, assist customers, and maintain a clean, organized workspace while using the Toast POS

## ACADEMIC PROJECTS

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***DREAMSCAPE IMMERSIVE***

Fall 2023

- I participated in an art team to create assets for an academically themed VR game to be utilized in the Dreamscape Learn program for students.
- Created 3D assets and textures from provided criteria for a VR learning environment
- Used Rhino and Substance Painter to generate high-precision, scalable designs for digital deployment

***CAPSTONE MODULATING MUSIC OUTFIT***

Fall 2023 -  
Spring 2024

- Put together a clothing set with a group that, when worn by an individual, can manipulate and make music.
- Interpreted sensor data and technical documentation into labeled layouts and system graphics
- Developed files for presentation and internal wiring, mirroring real-world file flow

***CYBER ORGANIC TOTEM***

Spring 2024

- Translated digital models into a full-scale physical object with routed shapes and engravings
- Delivered production files and coordinated laser-cut material prep and assembly

## EDUCATION

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May 2024

**Bachelor of Science in Media Arts and Sciences (Media Processing)**

*ARIZONA STATE UNIVERSITY | TEMPE, AZ*

- Dean's List Spring 2023/Fall 2023/Spring 2024

## SKILLS

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**Design & 3D Modeling:** Blender, ZBrush, Maya, Rhino

*(3D modeling with scaling for architectural and product work in Rhino, texturing and environment setup in Blender, and sculpting)*

**Adobe Creative Suite:** Photoshop, Lightroom, Illustrator, InDesign, Substance Painter

*(Preset and lighting workflows, basic Photoshop photo editing, and one-off projects in InDesign and Illustrator)*

**Web & Productivity:** HTML, Visual Studio Code, GitHub, Google Workspace, Microsoft Office

*(HTML website development, multi-language coding in VS Code, and GitHub version control)*

**Additional Experience:** Construction equipment operation; customer-facing roles in food service and retail