

Grace Clark

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[Portfolio](#)

[LinkedIn](#)

SUMMARY

Media Arts and Sciences graduate with a concentration in media processing. Project experience includes 3D asset creation and design, as well as texturing with varying software. Seeking a full-time position, preferably in 3D modeling/design related fields, whether it be for spaces, assets, visuals, and marketing.

EXPERIENCE

- Sept. 2021 - Present
- BATH AND BODY WORKS /MESA, AZ***
- Sales Associate**
- 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.
- Summers 2020 - 2023
- SHARCO ENT. INC. /BOSTON, NY***
- General Construction Worker**
- Operated a bulldozer, skid steer, double drum roller compactor on job sites throughout Western New York and assisted in many labor needs
 - Designed a website for the company.

ACADEMIC PROJECTS

- Fall 2023
- DREAMSCAPE IMMERSIVE***
- 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.
- Fall 2023 - Spring 2024
- CAPSTONE MODULATING MUSIC OUTFIT***
- 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.
- Spring 2024
- CYBER ORGANIC TOTEM***
- 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.
- Spring 2023 - Spring 2024
- VCV RACK2 MUSIC WORK***

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

EDUCATION

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

Design and Modeling Tools Experience: Rhino, Microsoft Office Suite, Blender, ZBrush, GUI, Maya, VCV Rack2

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

Culinary: Have taken classes for food safety and sanitation, as well as food prep and received a certification as well