

-Grace Redclift-

CG GENERALIST

CONTACT

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🌐 www.graceredclift.com

📍 Pennsylvania, United States
(Willing to Relocate)

EDUCATION

School of Visual Arts NYC

Computer Art, Computer Animation, and Visual Effects, BFA

Honors List: 3.87 GPA

September 2019 - May 2023

School of Visual Arts NYC

Computer Animation Precollege Program

July 2018

SKILLS

3D:

- Modeling
- Lighting
- Compositing
- Look Development
- Arnold Rendering

Programs:

- Autodesk Maya
- ZBrush
- Cinema 4D
- Substance Painter
- Mudbox
- Nuke
- UV Layout
- Adobe Creative Suite
- Shotgun
- Windows
- Mac OS

AFFILIATION

Women in Animation

February 2020 - Present

INTERESTS

In my off time I love to do some weight-lifting, play my guitar, and ride my horses!

WORK EXPERIENCE

Psyop Studio (July 2023 - September 2023)

Freelance Junior CG Generalist (Remote)

- Created 3D prop and environment models based on concept art and notes given by the CG lead, directors, and client for a holiday ALDI project. Modeling in Autodesk Maya and doing texturing in Substance Painter.

Pig Apple LLC (July 2021 - October 2021)

Animation/VFX Intern (Remote)

- 12 week remote internship centered around learning the various VFX disciplines and the Pig Apple pipeline. Mentored by the head VFX artist and VFX director to complete shots based on their guidance and instruction using Adobe After Effects.
- Responsible for a variety of motion graphics, tracking, and screen replacement as a member of the VFX team in the following productions: Ilana Glazer Presents Comedy on Earth: NYC 2020-2021 (*Comedy Central, 2021*), Search Party (*HBO Max, 2021*), My Sesame Street Friends (*HBO Max, 2021*), Emily in Paris Season 2 (*Netflix, 2021*)

The Jigger Shop Ice Cream Parlor (Summer 2017 - Summer 2019)

Fountain Girl

- Communicated with customers and staff to create ice cream related desserts and maintain a healthy, safe, and cooperative atmosphere.

LEADERSHIP EXPERIENCE

School of Visual Arts NYC (February 2022 - December 2022)

Computer Art Student Representative

- Addressed concerns of the Computer Art Class of 2023 to the Department Chair, Director of Operations, Department Secretary, and the Assistant to the Chair, in a monthly meeting.
- Communicated with classmates and assisted other student representatives to improve operations within the department.
- Organized and pitched Lunar New Year event for the student body to participate in outside of class time. Over two dozen students came to draw tigers along with messages to be hung around the department.

School of Visual Arts NYC (February 2022)

M.A.R.S. ZBrush Mentor

- Instructed underclassmen students on the fundamentals of ZBrush under the student organization, M.A.R.S. Club, a peer tutoring program within the Computer Art department. Topics covered included: Dynamesh, ZRemesher, SubTool Master, Decimation Master, ZSpheres, UI navigation, proper sculpting workflow, and organized topology.

AWARDS AND RECOGNITION

- "No Photography" Thesis Film: "The Rookies" Film of the Year: 3D Animation Finalist, Screened at the New York Indie Shorts Awards Festival and the New York Shorts International Film Festival (2023)
- SVA Alumni Scholarship Award Recipient 2023