

GRACIE DAVIS

ILLUSTRATOR

CONTACT

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SKILLS

- Concept Art
- Character Design
- Environment Design
- Prop Design
- Graphic Design
- Game Design
- 3D Modeling

SOFTWARES

- Adobe Photoshop
- Clip Studio Paint
- Procreate
- After Effects
- Adobe Illustrator
- Autodesk Maya
- Unreal Engine

ACTIVITIES

- SCAD Illustration Society
 - Member & Event Volunteer
- SCAD Concept Art Club
 - Member

WORK EXPERIENCE

Freelance

AUGUST 2021 - PRESENT

Freelance Illustration

- Specialized in digital art commissions of characters and concept art.
- Keeping good communication with my clients, allowing for more feedback and revisions to be made in order to ensure client satisfaction.
- From initial sketches to final delivery, remained in charge of deadlines and communication.

MSC Industrial Supply

JUNE 2025 - AUGUST 2025

Customer Solutions Intern

- Improved and expanded a 3D Digital Showroom designed to showcase customer solutions in an interactive and visual way, assisting in potential customers' understanding.
- Worked closely with teammates and outside teams to research, plan, and accurately recreate physical environments.
- Built practical skills in NVIDIA USD Composer, complementing my experience with Unreal Engine.

Lowe's Foods

JUNE 2023 - NOVEMBER 2023

Barista / Bartender

- Provided exceptional customer service by addressing requests, resolving complaints, and maintaining professionalism in a fast-paced environment.
- Designed creative, seasonal, and pop-culture-inspired menu items to enhance customer engagement and boost sales.
- Collaborated with team members to ensure smooth operations and high-quality service delivery.

EDUCATION

SEPT 2023 - JUNE 2026

SAVANNAH COLLEGE OF ART AND DESIGN

- BFA Illustration, Minor in Concept Art for Games
- Dean's List
- 3.9/4.0 GPA