

GRACIE T DAVIS

CONCEPT ARTIST & 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

Short Film, "Life in Blue" DECEMBER 2025 - PRESENT Background Artist

- Painted finished environment backgrounds based on storyboards, color scripts, and 3D renders.
- Collaborated with the director and art team to maintain visual consistency and mood across shots and iterated on feedback efficiently to meet production deadlines.
- Utilized paint-over workflows combining 3D block-ins with 2D finishing.

Freelance AUGUST 2021 - PRESENT Freelance Illustration

- Specialized in digital art commissions of characters and concept art.
- Maintained good communication with my clients, allowing for more feedback and revisions to be made in order to ensure client satisfaction.

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.

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN SEPT 2023 - JUNE 2026

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