

Grace Clark

Gracec1023@gmail.com

(480) 495-8330

[Portfolio](#)

[LinkedIn](#)

SUMMARY

Creative and detail-oriented Media Arts and Sciences graduate with a concentration in media processing and hands-on experience in 3D design, modeling, and texturing. Proficient in industry-standard tools and software including Rhino, Blender, and Adobe Creative Suite. Passionate about environmental design, asset creation, and building immersive visual experiences. I am currently relocating to Michigan and seeking 3D/design roles where I can grow in a collaborative, fast-paced team environment.

EXPERIENCE

THE SICILIAN BAKER/BUTCHER /CHANDLER, AZ

March 2025 -
Present

Barista, Expo/Runner

- Fulfill tasks to open and close a bakery to standard.
- Receive and distribute pickup orders as well as take phone and in-person to-go orders, filling them myself in the bakery or retrieving them from the kitchen upon completion.
- Assist customers with drink orders and dessert requests while ringing them out using the Toast POS.
- Completing tasks while simultaneously helping customers to maintain an up-kept bakery.

BATH AND BODY WORKS /MESA, AZ

Sept. 2021 -
Present

Sales Associate

- Designed and updated store visuals, maintaining consistent presentation standards
- Collaborated with visual merchandisers to align product placement and signage with seasonal promotions
- Developed strong client-facing and internal communication skills in a high-traffic retail environment

SHARCO ENT. INC. /BOSTON, NY

Summers 2020 -
2023

General Construction Worker

- Operated a bulldozer, skid steer, double drum roller compactor on job sites throughout Western New York and assisted in many laborious needs
- Designed and now continuously update a functional and professional website for the company.

ACADEMIC PROJECTS

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 engraved markings
- Delivered production files and coordinated laser-cut material prep and assembly

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

Microsoft Office Suite: Word, Excel, PowerPoint

Google Suite: Docs, Sheets, Slides, Forms, Keep, Sites

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 currently have a food handlers' card

Customer-Facing: Barista at an Italian bakery, Sales Associate at Bath and Body Works