

Storm Slawson

Savannah, GA | P: 713-632-5721 | stormslawson@gmail.com

EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts

Major in Visual Effects

Cumulative GPA: 3.83/4.0; Dean's List 2021-2024

Savannah, GA

Expected May 2025

WORK EXPERIENCE

MAKE LLC

CG Generalist Intern

Minneapolis, MN

Jun 2025 – Aug 2025

- Worked to create stylized FX on multiple external client projects and internal projects in a collaborative studio environment
- Iterated and applied client feedback throughout projects
- Planned out and executed personal project while learning new software and techniques

Savannah College of Art and Design

Student Peer Mentor

Savannah, GA

Jan. 2024 – March 2025

- Assisted students in problem solving Houdini and Nuke scene files

PROJECTS

“Rider” - Short Film

Jan. 2024 – March 2024

- Rookies Awards Finalist 2024
- Worked with a team of artists to create 3-minute sci-fi racing film
- Responsible for creating hero and secondary FX for use in full CG and live-action integrated shots, using custom dopnet solvers in Houdini
- Responsible for all vehicle KineFX rigging and 70% of all animation shots

“SCAD x The Mill” - Mock Advertisement

Sept. 2023 - Nov. 2023

- Responsible for layout, rigging, lighting and animation in student directed mock advertisement
- Edited and iterated work based on feedback from industry mentors over a 10 week period

“Lost Track” - SCAD Student Capstone Film

Jan. 2025 - Current

- Sole FX artist of 3D animated film rendered in Unreal Engine
- exported Pyro and FLIP simulations from Houdini to Unreal Engine

“Americas Consequence” - SCAD Student Senior Thesis

July. 2023 - Sept. 2023

- Worked on set with supervisor to help guide product of student film
- Keyed out green screen to replace with motion graphic assets and digital screens

“The Last Dungeon” - SCAD Animation Studios short film

April. 2023 - June. 2023

- Worked on a small team of compositors to composite a SCAD Animation Studios real-time unreal film

ADDITIONAL

Technical Skills: Pyro simulation, VEX, Compositing, Lighting, KineFX, Python, Lighting, Look-development, color science,

Software: Houdini, Nuke, DaVinci Resolve, Maya, 3DS Max, Deadline, Substance Painter, Premiere Pro, After Effects

Languages: English, Basic Spanish