

Storm Slawson

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EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts

Major in Visual Effects

Major 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 2024 – Aug 2024

- 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

1X Technologies

Freelance Compositor

Remote

Feb 2025-March 2025

- Worked in a team of compositors to clean up footage for use in robotics social media ad campaign on tight deadlines
- Utilized 2D and 3D Camera tracking in Nuke and Mocha to complete beauty work on robot to clean imperfections

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
- Responsible for Houdini to Unreal Engine pipeline

“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, Look-development, color science,

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

Languages: English, Basic Spanish