

Ebony DeGrace

Visual Media Artist

Cinematic Experimentalist

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Professional Profile: An ever-evolving multidisciplinary artist with over 20+ years of experience in photography and filmmaking. A recent graduate of Per Scholas' *Web Design Essentials* course; a new media art learner practicing creative technology and immersive arts in academic classrooms and through independent learning. Fervent about web design and development, creative coding, video editing, motion graphics, animation, interactive media/installations, extended reality, projection mapping, and physical computing technology.

Technical Specifications

HTML • CSS • JavaScript • VS Code • Git Workflow • Bootstrap • Figma
WordPress • UX Design • Processing • Blender • 3D Modeling • TouchDesigner
Unity • MetaHuman • OpenArt • Fujifilm • Canon • Nikon • Panasonic • Arriflex 16mm
Darkroom/Digital Photography • Camera Operation • Postproduction • Color-Grading
Ecamm Live • Davinci Resolve • Premiere Pro • Premiere Rush • Splice • Lightroom
Picsart • Sound Design • Audio Engineering • Native Instruments

Skills

Creative Art Direction • Problem Solving • Research • Critical Thinking • Digital Literacy
Collaboration • Communication • Interpersonal • Emotional Intelligence • Time Management
Conflict Resolution • Mentorship • Curation • Active Listening • Design • Empathy • Meticulous
Leadership • Creativity • Innovation • Organization • Initiative • Adaptability • Versatility

Education and Training

Per Scholas' Web Design Essentials

(Instructor-led; Online; August 2024 – October 2024)

- Learned *HTML, CSS, JavaScript, and Bootstrap* to create responsive web layouts and seamless multimedia integration.
- Designed wireframes in *Figma* for final project's web page, manipulating *DOMs, event handling, and creating form validations*. Writing JavaScript functions to add interactivity and managed data with arrays, objects, loops, and iterations.
- Mastered *Git* workflow for version control, *React* for building dynamic UIs, and *control flow* for handling errors effectively in JavaScript.

MSDE's Media Arts Masterclass Showcase with strikeWare

(Baltimore, MD; Online; March 2024 - May 2024)

- Maryland based education program teaching artists and arts educators new-media art in a masterclass designed to explore, explain, and exploit ever-changing technologies.
- Critically examined the threats and opportunities AI platforms impose on human creative expression, and employed these platforms to facilitate new-media artmaking.
- Final studio work displayed in the Baltimore Museum of Art's Joseph Education Center.

Google UX Design Course

(Coursera)

- Navigating preliminary stages of design process.
- Conducting UX research and participant interviews.
- Designing a mobile app and website for an immersive art VR experience.
- Creating an online portfolio for upcoming UX design projects.
- Learning UX Research, User Interviews, Case Studies, Pain Points, Empathy Maps, Design Sprints, User Journey Maps, User Stories, User Profiles, User Personas, Wireframing, and Visual Design.

Per Scholas Graduate

(Baltimore; Online; May 2023 – September 2023)

- A comprehensive IT curriculum incorporating a unique combination of formal instruction and direct activities in an online classroom environment.

Baltimore Youth Film Arts; John Hopkins University; Morgan State University

(Baltimore, MD; Online; February 2018 – 2020)

- Participated in eight film workshops.
- Gained experience in story design; screenwriting; visual/sound composition, editing; narrative, documentary, and experimental storytelling.

Maryland Institute College of Art

(4-week Pre-College Program; Baltimore; Apr 2009 - May 2009)

- Major: Darkroom Photography
- Minor: Web Development

Access Art (Formerly Youthlight)

(Baltimore; 2002 – 2012)

- Darkroom Photography; Videography; Video Editing; Stop Motion Animation; Screen-printing; Concrete Mosaics

Accomplishments & Certificates

- 1.) *Explorations in Magical Realism*
- 2.) *Story, Story, Story: An Introduction to Screenwriting*
- 3.) *1-on-1 Screenwriting* (Independent Study)
- 4.) *Story in Pictures: Composition for Narrative Film*
- 5.) *Reading the Moving Image*
- 6.) *Making It Scrappy, Keeping It Real: Personal Filmmaking*
- 7.) *A Magnified World: Experimental Documentary*
- 8.) *Microscopic Time: Experimental Videography*
- 9.) *Foundations of User Experience Design*
- 10.) *The Hour of Code* (Concepts of Computer Science and Processing)

Films Screened

- “*Valid & Literal Magic*” (2020); Maryland Film Festival; New Orleans Film Festival
- “*Breathing In*” (2020); Born in Baltimore Film & Photography Festival; FFTG Awards Film Festival

Experience

Teacher's Assistant

(Access Art; Baltimore, MD; March 2024 – June 2024)

- Assists the lead teacher with classroom management, mediating student conflicts, and providing individual attention to students for troubleshooting issues or working on separate projects based on class needs.
- Helps lead teachers with art-based projects, including demonstrating techniques, facilitating creative processes, and engaging youth in meaningful artistic experiences and support their artistic development.
- Implements daily program planning such as transitions, game times, preparation, and maintains documentation of attendance and student progress.

Associate Instructor/Teaching Assistant

(Baltimore Youth Film Arts - Baltimore, MD; March 2021 – December 2025)

- Troubleshoots technical/network connectivity on fellows' operating systems, applications, online platforms, and devices.
- Maintains a list of attendees on Zoom using Google Workspace.
- Assists fellows with class assignments and final projects.
- Edits fellows' final group projects on Davinci Resolve.

Multimedia Engineer Intern

(Digital Empath Studio – Baltimore, MD; October 2023 – December 2023)

- Manages technical aspects of show production for podcasts.
- Operates and maintains video camera/audio recording equipment within podcast session space and engineering control room.

Health & Safety Production Assistant – Camera and Set Design Department

(HBO's "We Own This City" - Baltimore, MD; July 2021 - August 2021)

- Assisted in gathering, disassembling, and packing of camera gear after scene wrap-up.
- Ensured cast and crew members adhered to guidelines, procedures, and policies.
- Supported errand-runs for cast and crew.

Production Assistant

(Six Point Pictures - Baltimore, MD; May 2019 - May 2019)

- Constructed the set-up of film equipment, such as light fixtures and dolly tracks.
- Managed technical tasks on set, which included audio playback during filming.
- Assisted in errand-runs for cast and crew.

More information on LinkedIn:

[linkedin.com/in/ebonydegrace/](https://www.linkedin.com/in/ebonydegrace/)

References; available upon request.