

Eric Sanford

www.3dimensionalartist.com

3D Generalist /Compositor

ericjsanford@gmail.com

920 N. Stanley Ave. West Hollywood, CA

303-746-8316

Technical Skills:

-Maya, 3D Studio Max, Mental Ray, Vray, Renderman, Nuke, Digital Fusion, Shake, After Effects, Premiere, Final Cut Pro, PFTrack, Boujou, Photoshop, Illustrator, Flash, Dreamweaver, Windows, Linux, Mac

Experience:

MPC Santa Monica, CA: May 2010-May 2010

-Maya and Nuke Artist on CVS commercial
-Nuke Roto on Travelers commercial

Farm Fresh Los Angeles, CA: March 2010-Present

-Nuke Compositor, Editor and VFX Artist
-Green screen, motion graphics for commercial, editing for short film and VFX elements for live short film

Full Mental Jacket Silver Lake, CA: June 2009- November 2009

-3D Generalist for 3D virtual sets for Tv (ChaseIt, Big Big World, CNBC, Crestor, Rosland and LifeBrands)
-Motion Graphics for Herbalife DVD
-Building multiple custom computers for better working performance

Tigar Hare Studios Sherman Oaks, CA: May 2009- June 2009

-3D Generalist for film and game cinematics

Technicolor Interactive Burbank, CA: April 2009- April 2009

-Lighting characters for Big League Sport II
-Images will be used as the box cover of the actual Wii game

Technicolor Interactive Burbank, CA: January 2009- March 2009

-Chaotic, Bakugan, Big League Sports II, Volleyball, Baseball and Snowboarding, Wii Fishing and Jurassic Hunter
- Lighting and Compositing TD on video game cinematics for Activision

DFS Construction LLC Annapolis, MD: October 2008- October 2008

-Created 3D rendering for building project proposal
-Freelance work doing modeling, texturing, lighting and rendering

Instructor Alfred State College, NY: February 2002- June 2002

-Taught Computer Arts I using Maya

Education:

Art Institute of Colorado June, 2007

-Bachelor of Arts, Media Arts and Animation

Alfred State College May, 2002

-Associates Degree in Computer Art and Design