

Eric Sanford

www.3dimensionalartist.com

3D Lighter/Generalist

ericjsanford@gmail.com

920 N. Stanley Ave. West Hollywood, CA

303-746-8316

Technical Skills:

-Maya, 3D Studio Max, Mental Ray, Vray, Renderman, Vue, Nuke, Digital Fusion, Shake, After Effects, Premiere, Final Cut Pro, Combustion, PFTrack, Photoshop, Illustrator, Flash, Dreamweaver, Alienbrain, Tortoise SVN, Windows, Linux, OSX

Experience:

Farm Fresh Los Angeles, CA: March 2010-March 2010

- Nuke Compositor
- Green screen and motion graphics for commercial

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

Post Central Animation Studio Penfield, NY: December 2002- January 2003

- 3D animation to high end commercial work using Maya on a Linux system
- Internship working doing modeling and compositing

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

- Taught Computer Arts I using Maya
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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