

Eric Sanford

3D Lighter/Generalist

www.3dimensionalartist.com

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303-746-8316

Technical Skills:

- Maya, 3D Studio Max, Mental Ray, Vray, Vue, After Effects, Premiere, Shake, Final Cut Pro, Combustion, PFTrack, Photoshop, Illustrator, Flash, Dreamweaver
 - Windows, Linux, OSX
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Experience:

Technicolor Interactive Burbank, CA: January 2009- March 2009

- Chaotic, Bakugan, Big League Sports II, Volleyball, Baseball and Snowboarding, Wii Fishing and Dino 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

Hopewell Recording Los Angeles, CA: June 2008- August 2008

- Created 3D rendering of new recording studio
- Freelance work doing modeling, texturing, lighting and rendering

Artist Rendering Denver, CO: December 2006- April 2007

- Created 3D renderings for vehicle project
- Created layout for interactive realtor website
- Internship work doing 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
- Digital post production for films, commercials and television programs
- Internship working doing modeling and compositing

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

- Taught Computer Arts I using Maya
 - Selected to teach class by the head of the Computer Imaging and Architectural Engineering Technology Department
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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