

# CHRISTIAN SANCHEZ

## CG Artist

Reel: <http://www.christian-sanchez.com/>  
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### **Position:**

CG Artist : AssetDev (Model/Sculpting/Texture/Shader) and Generalist (Lighting and Rendering)

### **Software:**

Maya, Vray, Mari, Photoshop, ZBrush, Nuke, Mudbox, Linux

### **Awards:**

2014 ZBrush Beta invite for work on Adidas World Cup Commercial  
2011 Emmy for Outstanding Main Title Design (Game of Thrones – CG Artist)

### **Work experience:**

#### a52/ELASTIC

*October 2013 - Present*

Adidas World Cup, Apartments.com, Adidas Superstar, Riot Games MSI, Cadillac Robot Arms, Mophie, Riot Games “The Harrowing”, Ubisoft Far Cry, Rocket Mortgage, Women’s World Cup and many other projects (see Reel for Details) – (Sculpt, Model, Texture, LookDev, Lighting, Rendering)

#### ZOIC STUDIOS

*October 2014*

Man in the High Castle – (Model, Texture, Vray preliminary LookDev)

#### ARSENALFX

*August - October 2013*

Lexus Spec Commercial - (Lighting and Model/Texture)

#### BRAND NEW SCHOOL

*June 2013*

Intel Commercial - (Model/Texture)

#### DIGITAL DOMAIN

*April 2013 – May 2013*

RYSE Game Cinematic Trailer - AssetDev (Model/ Texture/ Shader) and Lighting

#### a52/ELASTIC

*April 2013*

House of Cards DVD menu – (Model, Texture, 3d Projection)

#### MPC

*March 2013*

Adidas Commercial – Model/Texture  
Geico Commercial - Modeler

#### a52/ELASTIC

*Feb 2013*

Ben ‘n Jerry’s Commercial - AssetDev (Model/Texture/Shaders) and Lighting

#### DIGITAL DOMAIN

*April 2012 – Jan 2013*

Nike Presents: Hyperwarm with Calvin Johnson - Lighting, VRay Fur (grass)  
NBA2K13 Commercial - Lighting, LookDev, AssetDev (Model/ Texture/ Shader)  
Medal of Honor Warfighter: hi-rez cinematic - AssetDev (Model/ Texture/ Shader)

#### a52/ELASTIC

*Jan 2012 – March 2012*

Ben ‘n Jerry’s Commercial - AssetDev (Model /Sculpting)  
Visa “The Difference” Olympic Commercial - AssetDev (Model /Sculpting/ Likeness/ Texture)

the MILL

*Dec 2011*

Chevy: Busted – Who Told Commercial - AssetDev (Model/Texture/Sculpting)  
Coca-Cola: Modern Dinner Commercial - AssetDev (Texture/Sculpting)

DIGITAL DOMAIN

*Oct 2011 – Nov 2011*

Call of Duty Commercial - CG Generalist/Lighting  
Nike Commercial Pitch - CG Generalist/Lighting  
Dow Commercial Pitch - CG Generalist/Lighting

RUBICON STUDIOS

*Aug 2011 – Oct 2011*

Postman Pat the Movie - Modeler

a52/ELASTIC

*Oct 2010 – Jun 2011*

Texas Lottery Commercial - Lighting/Rendering  
Nintendo 3DS Commercials - Character Artist: Model/Sculpt Likeness/Texture/Skin Shader/Blendshapes  
Game of Thrones Title Sequence (Main Sequence Design EMMY WINNER) Environment Artist -  
Model/Texture/Lighting/Rendering

CAFEFX

*2008 - 2010*

Alice in Wonderland - Model/Texture Artist  
The Wizarding World of Harry Potter - Model/Texture Artist  
G.I.Joe - Modeler  
The Final Destination - Model/Texture Artist

FREELANCE 3D ARTIST

*2003 - 2007*

Freelance CG projects that included: Station ID's for local TV channel, pulling mattes and rotoscoping for media project, Maya and ZB Modeling /Texturing for Wolf Media Company.

***Interpersonal:***

Takes direction easily, learns new software and techniques quickly.

***Education:***

Art Institute of Boston: Figure Drawing

Gnomon School of Visual Effects: Production Design Techniques I & II, Environment Design

Santa Barbara City College: Maya Fundamentals, Maya Lighting and Rendering, Maya Dynamics, Compositing with Shake