

Sanjay Chand

Greater San Diego Area

SKILLS AND SOFTWARE

- Environment Lighting
- Cutscape/Cinematics Lighting
- Post Processing
- Shader Setup
- Autodesk Maya
- 3D Studio Max
- Nuke
- Mental Ray
- Arnold
- Photoshop
- After Effects

PROFESSIONAL EXPERIENCE

- Rockstar Games**, San Diego, CA Jan 2015 – Present
Senior Lighting Artist
Red Dead Redemption 2 (PS4, XboxOne)
- Specular Interactive**, Lake Forest, CA Sep 2014
Environment Lighting Artist
3D Arcade Ride
- Blizzard Entertainment**, Irvine, CA Apr 2014 – Aug 2014
In-Game Finishing Artist (Compositor)
World of Warcraft: Warlords of Draenor (PC)
- Toonbox Entertainment**, Toronto, Canada May 2013 – Oct 2013
Lighting Artist/Compositor
The Nut Job (Film)
- Moving Picture Company**, Santa Monica, CA Mar 2013 – May 2013
Look Development / Lighting Artist
EA Sports Ignite (Commercial)
- Electronic Arts (EA)**, Playa Vista, CA Dec 2011 – Feb 2013
Senior Lighting Artist
Army of Two: The Devils Cartel (PS3, Xbox360)
Medal of Honor: Warfighter (PS3, Xbox360, PC)
- Mirada Studios**, Los Angeles, CA Oct 2012
Lighting Artist
United Health Care (Commercial)
- Mikros Image**, Paris, France Apr 2012 – Jun 2012
Lighting Artist
Asterix and Obelix: God Save Britannia (Film)
- Dr D Studios**, Sydney, Australia Sep 2011 – Nov 2011
Lighting Artist and Compositor
Happy Feet 2 (Film)

<p>Sony Computer Entertainment America LLC, Greater San Diego Area <u>In-Game Lighting Artist</u> <i>Uncharted 3: Drakes Deception</i> (PS3, PS4)</p>	<p>Jul 2011 – Sep 2011</p>
<p>Baked FX, Culver City, CA <u>Compositor</u> <i>7 Days in Utopia</i> (Film)</p>	<p>May 2011 – Jun 2011</p>
<p>Bad Robot Productions, Santa Monica, CA <u>Compositor</u> <i>Super 8</i> (Film)</p>	<p>Apr 2011 – May 2011</p>
<p>Pixomondo, Los Angeles, CA <u>Compositor</u> <i>Fast Five</i> (Film)</p>	<p>Mar 2011 – Apr 2011</p>
<p>PIC Agency, Los Angeles, CA <u>Lead Lighting/LookDev Artist and Compositor</u> Pre-rendered video game cinematic</p>	<p>Jan 2011 – Mar 2011</p>
<p>Prime Focus, Burbank, CA <u>Stereoscopic Compositor</u> <i>Star Wars Episode 1: The Phantom Menace 3D</i> (Film) <i>Chronicles of Narnia: The Dawn Treader</i> (Film)</p>	<p>Aug 2010 – Jan 2011</p>
<p>Flat Earth Productions, Los Angeles, CA <u>Compositor</u> <i>Piranha 3D</i> (Film)</p>	<p>Jul 2010 – Aug 2010</p>
<p>Bungie, Bellevue, WA <u>In-Game Lighting Artist</u> <i>Halo Reach</i> (XBoxOne, Xbox360)</p>	<p>Feb 2010 – Jun 2010</p>
<p>Free Range 3D, Sausalito, CA <u>Lighting Artist/Compositor</u> <i>Kill Speed</i> (Independent Film) <i>Sumavel Dosepro</i> (Commercial) <i>Pre-rendered Video Game Cinematic: Activision</i></p>	<p>Sep 2009 – Feb 2010</p>
<p>Snoot Entertainment, Los Angeles, CA <u>Lighting Artist/Compositor</u> <i>Tommy and the Dream Machine</i> (Animated Short)</p>	<p>Jun 2009 – Aug 2009</p>
<p>Sony Imageworks, Culver City, CA <u>Lighting Artist/Compositor</u> <i>G-Force</i> (Film)</p>	<p>Feb 2009 – May 2009</p>
<p>Brain Zoo Studios, Chatsworth, CA <u>Modeling / Look Development Artist</u> <i>Pre-rendered Video Game Cinematic: Namco's Splatterhouse</i></p>	<p>Oct 2008 – Feb 2009</p>

Luma Pictures, Santa Monica, CA
Modeling/Texturing/Lighting Artist
The Nutcracker (Film)

Jul 2008 – Sep 2008

Reel FX, Los Angeles, CA
Lighting Artist/Compositor
Open Season 2 (Film)

Mar 2008 – Jul 2008

The Orphanage, Los Angeles, CA
Jr Lighting TD / Texturing Artist
You Don't Mess with the Zohan (Film)

Jan 2008 – Mar 2008

EDUCATION

Gnomon School of Visual Effects, Los Angeles, CA

2007

- Certificate, Visual Effects

California State University, Fullerton, CA

2006

- Bachelor of Art, Studio Art

AWARDS & RECOGNITION

- Featured in book "Digital Art Masters: Volume 3"
- Interviewed in 3D Creative Magazine, October 2008
- Work featured on Pixologic.com homepage and gallery
- Received "excellence award" at 3DTotal.com
- Work featured in "Render Out" e-magazine
- Work featured in BOXX Technologies ad in December issue of Post Magazine
- "Road to Nirvana" BOXX Technologies Contest: Winner of "Judges Circle" Award
- CG India: Galaxy Explorer Contest: Received "Special Mention" Award. 2006