



Gary Sandoz
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SUMMARY →

With a Bachelor's degree in Media & Interaction Design from ECAL, I have passion for type & graphic design, illustration, cinema, 3D, web and interactive experiences. I develop my projects through curiosity, experimentation and multidisciplinary.

EDUCATION →

2021–2024 Bachelor of [Media & Interaction Design] → ECAL [Renens, CH]
2013–2017 CFC + Diploma of [Multimédia Design] → École d'arts appliqués [La Chaux-de-Fonds]
2012–2013 High School, including art option → St Paul [Besançon, FR]

EXPERIENCES →

2024–2025 Civil service in [Collections Management & Cultural Mediation], 6 months
→ Centre Dürrenmatt [Neuchâtel] + Musée des beaux-arts [La Chaux-de-Fonds, CH]
2018–2021 Graphic Designer, front-end and UX/UI designer → Talk to me Sàrl [Neuchâtel, CH]
2018 Swiss Military service, 4 months → Pionnier d'ondes dirigées [Kloten, CH]
2017 Internship, 6 months → Grand 8 [Neuchâtel, CH]
2016 Internship, 4 weeks → This is Crowd [Bournemouth, UK]
2013 Internship, 6 weeks → Publigraph [La Chaux-de-Fonds, CH]

DIPLOMAS →

2025 First Certificate of English → Work in progress
2013 Cambridge English Exams
2012 General certificate of secondary education → Distinction [very well]

AWARD →

2024 Prix Plateforme 10 × ECAL + Exhibition

EXHIBITS →

2022 [Somnium], 3D sequence, 98s → Numerik Games Festival [Yverdon-les-Bains, CH]
2022 [Gravée dans le temps, L'école d'arts appliqués de La Chaux-de-Fonds 1872–2022],
250 pages, Gestalten edition
2023 [AI Museum], VR experience, featuring Seraphine Sallin-Masson, 108s
→ DAZ Festival [Zurich, CH] + Kikk Festival [Namur, BE]
2025 [Reminix], narrative web & 3D experience → Plateforme 10 [Lausanne, CH]

LANGUES →

French	Mother tongue
English	B2
Spanish	B1
German	A1

SKILLS →

Web	Application and interface design, UX/UI, responsive design, style guide, front-end integration (HTML + CSS + JS) and motion animations → Figma, Adobe XD, Sketch, Lottie
Print & Graphic	Logos, books, editorial design, poster, publication, signage, photography → InDesign, Photoshop, Illustrator, Lightroom, Word, Excel, FontLab
Vidéo	Creation, lighting, sound recording, video editing, motion design, animation, post-production → After Effects, Premiere Pro, Touch Designer
VJing	Sound reactive content, live performance, analog & digital video
3D	3D modeling, animation (sequence + real time), photogrammetry, virtual reality → Cinema 4D, ZBrush, Unreal Engine, SpeedTree, DAZStudio, Fusion 360, Marvelous Designer, World Creator
Others	Photography, vector illustration, drawing, linocut, resophonic guitar (dobro), piano

INTERESTS →

Arts	Graphic arts, typography, concept art & digital painting, sculpture, cinema, making-of and special effects, photography and graphic design history
Sport	Squash, ski, paragliding, aikibudo, walk, biking, hiking, nature and adventure
Others	Music, history, books, collectibles and figures, travels, Kustom Kulture

REFERENCE →

Noémie Gygax no-do graphic design & art direction → no@no-do.ch | +41 78 699 76 71