



Gary Sandoz
Born 1st July 1997
Single

www.garysandoz.ch
gary.sandoz@bluewin.ch
+41 79 847 72 99

Rue de la Cure 9
2300 La Chaux-de-Fonds
Switzerland

SUMMARY →

After graduated from EAA of la Chaux-de-Fonds, I pursue my education at ECAL in Lausanne with a Bachelor of Media & Interaction Design. I maintain a passion for type design, illustration, cinema, graphic and 3D design. Enthusiastic, I develop my projects through curiosity, ardour, experimentation and multidisciplinary.

EDUCATION →

2021 – 2024	Bachelor of "Media & Interaction Design" → ECAL Lausanne
2013 – 2017	Diploma and CFC of "Multimedia Design" → CIFOM EAA La Chaux-de-Fonds
2012 – 2013	High School, including art option → St Paul Besançon, France
2008	Secondary school

PROFESSIONAL HISTORY →

2018 – 2021	Graphic Designer at "Talk to me Sàrl" → Neuchâtel
2018	Swiss Military service as "Pionnier d'ondes dirigées" → 4 months
2017	Internship at "Talk to me Sàrl" → 6 mois Neuchâtel
2016	Internship at "This is Crowd" → 4 weeks UK
2015	Summer job at "Publigraph"
2013	Internships at "Publigraph" and "MEGApub" → 3 weeks each

DIPLOMAS →

2022	First Certificate → Work in progress
2017	Diploma and "Certificat Fédéral de Capacité" (CFC) of "Multimedia Design" → CIFOM EAA
2013	Cambridge English Exams
2012	General certificate of secondary education → Distinction "very well"

LANGUAGES →

French	Mother tongue
English	Proficient reading, writing, speaking
Spanish	Basic reading, writing, speaking
German	Basic reading, writing, speaking

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)

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 Gyga	no-do graphic design & art direction → no@no-do.ch 0786997671
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