

Sanford Kong

Concept Designer and Illustrator

Toronto, Ontario
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SKILLS:

- Ideation sketching, technical drawing, digital painting, storyboarding
- Experienced in creating set design, vehicles, creatures and characters for entertainment.
- Experienced in using various softwares such as Photoshop, Painter, 3D Studio Max.
- Always seeking new and experimental techniques in image making.

WORK EXPERIENCE:

2007-present- Santopia Studios, Principal

Freelance Illustrator and designer for feature film, Television, and advertising.
Credits: Death Race, The Love Guru, Amelia, Warehouse 13, Max Payne, Scott Pilgrim vs The World, Saw, Pandorum, Lost Girl, Ghosts with Shit Jobs (indie), Stella Artois 4% commercial animatics, Coke, BMW etc.

2007 to 2008- Forrec ltd

Concept Illustrator

Create preproduction illustrations for various props and ride designs.
Illustrate perspective, aerial view, and elevation drawings and paintings for theme park proposals.

2000 to 2007- Silicon Knights

Lead Artist of the Concept Design Department

- In development of the Too Human Trilogy for Microsoft XBox 360.
- Visual development of environments, props and characters, creating sequential art for the cinematic department.
- Contribute in the development of prototype games.
- Manage a team of 8 concept artists.
- Mentor artists with the pipeline and development of required skills.
- Work with Art Director to develop Game Director's vision.

Environmental 3D Artist

- Created backgrounds from conception to modeling, texturing, and lighting.

- Worked in both Cinematic and In-Game departments specializing in low and high poly modeling.
- Credits: Eternal Darkness for Nintendo GameCube, Metal Gear Solid Twin Snakes in collaboration with Konami.

1999 to 2000 - Sullivan Entertainment

Background Painter

- Created digital backgrounds for Anne of Green Gables Animated Television Series.

1999 Jan to April - Cinegroupe

Layout and Design Artist

- Created environment, prop design, and layouts for animated productions.
- Credit:: Heavy Metal Fakk2 (Heavy Metal 2000) feature film.

1997 to 2000 Freelance Illustrator

EDUCATION:

- Sheridan College Classical Animation
- Ontario College of Art and Design AOCAD Illustration
- Carleton University School of Architecture
- Art Center College of Design - “Art Center at Night”

AWARDS:

Motor Trend Design Competition 2001

- Honorable Mention in the Design of a Futuristic Honda Hybrid.

Herb Mcarthy Award 1997

- Awarded by OCAD for artistic merit in illustration.

Grafix Airbrush Scholarship 1991

- Awarded by Grafix Art Supplies for artistic accomplishment in airbrush art.

INTERESTS:

Life Drawing, Oil Painting, Clay Modeling, Photography, Metal Fabrication, Improvisational Comedy, European Clowning, Ashtanga Yoga, Performance Car Tuning, Prose, Creative Writing, and Meditation.