

ioana sandor

A 3D animator experienced in 3D modeling, illustration, and VR. Has worked in a number of areas of the animation pipeline including storyboarding, lighting, and particle system effects.



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604.961.8337

technical skills



Autodesk 3ds Max Autodesk Maya Pixologic Zbrush PopcornFX



Adobe Photoshop Adobe Illustrator



Adobe After Effects Adobe Premiere Pro

oducation.

Undergraduate at SFU with a BSc in Media Arts and Interactive Systems

Completed the French Immersion Program and received a Dual Dogwood Diploma

Professional fluency in: English, French, Romanian

interests







video games

music

physics







photos

languages writing

work experience

- 2018 - 2019

Research Assistant at PopcornFX

Persistant Studios. France

I worked on a set of tutorials that teach Visual Effects Artists how to use PopcornFX's particle system software. Through my work, I paid close attention to how users learned and stay engaged during tutorials and used this information to create more effective videos to teach the software to others.

PopcornFX is a company under Persistant Studios that specializes in creating particle effects. They create their own in-house software, but also create effects for various different companies.

2018 - 2019

Research Assistant at the iViz Lab

Simon Fraser University, Canada

I provided support to the bio-sensing projects during my first year by creating particle systems receptive to bio feedback and testing sensors. Currently, I am starting to work on the AI based projects.

The iViz lab is a research lab within the School of Interactive Arts and Technology at SFU that supports PhD students in creating projects that work with bio-sensing data and artificial intelligence programs.

- 2016 - 2017

3D Modeler & **Animation Intern**

Fukui Byora, Japan

I made five safety movies to show their factory workers. I did the modeling of characters and parts, texturing, rigging, animating, lighting and post production on these films.

Fukui Byora is a metal parts manufacturing company that produces metal parts for medical, electronic and auto equipment.