

SEAN BIGHAM

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1+ (438) 880-4294

Professional Experience

Digital Extremes

August 2012 to Present

Concept Artist (Halo 4 Champions DLC, Star Trek, Warframe)

- Collaborated with Art Directors and other team members to produce target images, design environments and assets including weapons, vehicles and environmental props along established style guidelines.

DeNA

July 2012 to October 2012

Contract 2D Artist (Time Teens)

- Designed and Colored backgrounds for in game use.

Radical Entertainment / Activision-Blizzard

September 2010 to August 2011

Concept Artist (Prototype 2)

- Worked with the Art Director, Art Manager and various departments to produce concepts for vehicles, prop assets, effects and in game UI icons while remaining consistent to the established art style.
- Worked with the Art Director and the Cinematic Lead to produce storyboards for both in game cutscenes and outsourced FMVs.

Contract Work Clients

DeNA, Activision, Inhabit Media, Atomic Cartoons, Tantor Media

Skills

- Character and environment design, storyboarding, props, vehicle design, effect paintovers, illustration, UI design
- Proficient in Photoshop, Sketchbook Pro, Illustrator and Sketchup

Education

Alberta College of Art and Design

2004 to 2008

Visual Communication Design

Bachelor of Design, Major in Character Design