

# SEAN BIGHAM

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## Professional Experience

### Digital Extremes

July 2016 to Present

#### *Contract Concept Artist (Warframe)*

- Collaborated with art directors and department leads to produce target images, design environments and assets including weapons, vehicles and environmental props along established style guidelines.
- Created art bibles with detailed breakdowns in order to clarify and differentiate the visual language of factions within the game to be used by concept artists and environment artists.

### Digital Extremes

August 2012 to June 2016

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

Collaborated with art directors and department leads to produce target images, design environments and assets including weapons, vehicles and environmental props along established style guidelines.

### 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

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

## Skills

- Character and environment design, weapon design, props, vehicle design, effect paintovers, UI and Icon design
- Proficient in Photoshop, Zbrush, and Sketchup

## Education

### Alberta College of Art and Design

2004 to 2008

*Visual Communication Design*

*Bachelor of Design, Major in Character Design*