

SEAN HICKS

ILLUSTRATOR / CONCEPT ARTIST

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EDUCATION

Savannah College of Art and Design
Savannah, GA MA in Illustration
May 2019

McNeese State University
Lake Charles, LA BFA in Painting & Drawing
December 2014

SOFTWARE

Adobe Photoshop
Zbrush
Substance Painter
Topogun
Maya

CREATIVE SKILLS

Digital Painting
Prop and Asset Design
Character Design
Sculpting
Texturing/Texture Baking
Retopology
Basic Modeling/UV Unwrapping
Creative Problem-Solving
Collaboration
Accepting of Feedback and Critique
Stylistically Adaptive

WORK EXPERIENCE

Shotgun Farmers

Concept Artist 2020 - present
- Created prop concepts for this video game.
- Designed costumes & other cosmetics for the player.

Kippi the Conqueror: Bed Bugs and Monster Hugs

Digital Illustrator & Concept Artist 2020
- Designed and illustrated for a children's book.
- Collaborated with the author to make sure the character designs and illustrations were faithful to what she had envisioned.

Kippi the Conqueror: Beyond the Clouds

Digital Illustrator & Concept Artist 2019
- Designed and illustrated for a children's book.
- Collaborated with the author to make sure the character designs and illustrations were faithful to what she had envisioned.

GENKI

Digital Illustrator 2018
- Illustrated and designed the Kickstarter Edition cover for GENKI's Bluetooth Audio/Headset Adapter (*Nintendo Switch*).
- Worked directly with GENKI to combine the artwork with the product image.

Gears for Breakfast

3D and Texture Artist 2018
- Created 3D hair assets for *A Hat in Time* (downloadable character: *Bow Kid*).
- High Poly model: used for texture details; sculpted in Zbrush.
- Low Poly model: created from retopologizing the high poly sculpts to make it more optimized for the game engine; created UV sets, and textures.