

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

TECHNICAL & CREATIVE SKILLS

Adobe Photoshop
Zbrush
Substance Painter
Topogun
Maya

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

EXHIBITIONS

2017 George Rodrigue Foundation
2013 Art Walk
2011 Art Walk
2010 Blue Dog Cafe Gallery

WORK EXPERIENCE

Kippi the Conqueror: Beyond the Clouds

Digital Illustrator 2019
-Designed and illustrated for a children's book
-Collaborated with the author to make sure the character designs and illustrations 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.

Nintendo Force Magazine

Digital Illustrator 2015
-Collaborated with other artist for the magazine cover for issue #17, *Thank You Mr. Iwata*.
-Replicated art styles for various video games.

McNeese State University, Lake Charles LA

Instructor 2013
- "Intro to Video Game Design" course.
-Restructured course curriculum to teach video game character design.
-Assisted students from Gr. 7 & up.