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 concept art for props.
- Designed costumes & other cosmetics for the player.

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 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.

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