

# SEAN BIGHAM

Apt 304, 440 Richards St.  
Vancouver, BC V6B 2Z3

www.artofbigham.com  
sean@artofbigham.com  
1+ (778) 988-1093

## Professional Experience

Radical Entertainment (Prototype 2) September 2010 to August 2011

*Concept Artist*

- Working with the Art Director, Art Manager and various departments to produce concepts of vehicles, prop assets, effects and in-game UI icons while remaining consistent to the established art style.
- Working with the Art Director and the Cinematic lead to produce storyboards for both in-game cut scenes and outsourced FMVs.
- Preparing reference packages for outsourcing.

Mass Effect Chronicles (in development) May 2010 to September 2010

*Concept Artist*

- Designed vehicles and Battler Backgrounds based off project leads and team members feedback for a volunteer fan based MOD project.

Atomic Cartoons November 2009

*Background Designer*

- Designed sixteen backgrounds for the animated short 'GiGi and the Green Team' commissioned by AOL.

Kaakuluk: Discovery Magazine 2009-2010

*Editorial Illustration*

- Illustrated a two page spread (2009)
- Illustrated a two page spread (2010)

## Education

Alberta College of Art and Design (ACAD) 2004 - 2008

*Visual Communication Design*

*Bachelor of Design, Major in Character Design*

- Participated in a joint ACAD / Bioware game concept project.

## Additional Skills & Extra-Curricular Activities

Computer skills: Photoshop, Illustrator, Sketchup, Dreamweaver and Word

Assets: Hardworking, team player, quick learner, good speaker, strong willingness to learn new skills

Interests: Concept art, oil painting, animation, video games, biking, snowboarding, comics, reading