

Ehsan Bigloo

Member of IATSE Local 800 (ADG)
Art Directors Guild

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Woodland Hills, CA, USA
[Personal Website](#) - [LinkedIn](#) - [IMDb](#)

Profile:

Senior Character and Creature Designer and Sr. Concept Artist with extensive experience in creating iconic, memorable and effective characters, creatures, costumes, armor, key scenes, developing 3D world building and visual IP for future tv, film and video games.

Career Snapshot:

8+ years in Hollywood Entertainment Industry, 5+ Full time Sr. Lead Concept Artist at AaronSimsCreative visual effects company.

During Sr. Residency at ASC, worked on 24 movies, 11 TV shows, AAA video games, VR games and VR experience projects.

Work Experience:

2023-Present Freelance Sr. Creature/Character Designer, World Building and Art Direction
2017-2022 Sr. Lead Concept Artist | **AARON SIMS CREATIVE** | Burbank, CA
2015-2017 Freelance Concept Artist | Los Angeles, CA
2012-2014 Freelance Creature Designer and Modeler
2007-2012 Figurative Surreal Artist (drawing and oil painting)

Selection of Clients:

Amazon Prime, Netflix, Fox Film, Paramount, Universal Studios, HBO Max, Hulu, Sony Pictures, Apple TV, Riot Games and Epic Games. (Full list included in [IMDb](#) profile)

VR and Video Game Experience

A / BioWare - Mass Effect: in development, NDA
Wizards of the Coast - D+D: in development, NDA
Archetype Games - Taurus: in development, NDA
Riot - League of Legends: unreleased cinematic
Epic Games. Unreal Engine: Valley of Ancient

Skills:

Traditional:

- Drawing
- Oil-painting
- Clay-sculpting
- Special prosthetics effects design
- Photography
- Expertise in human and animal anatomy

Digital (for Conceptual Design)

- Photoshop
- ZBrush
- KeyShot
- Advanced photo bash techniques for special character FX design (Prosthetics)
- Familiar with digital augmentation and practical creature FX

Tech: (for Conceptual Art)

- Maya
- Substance Painter
- Marmoset Toolbag

Engine:

Unreal Engine, for conceptual creation and world building, mood lighting, environment/set dressing assembly

Achievements:

- **ASC THE EYE: CalantheK** Alien-Creature Designer: winner of 8 award including: **Hollywood Shorts Fest 2022 and Global Shorts Winner 2022**
- **ASC DIVE:** "Lead concept Designer": Epic Mega Grant
- Two consecutive years of nomination/finalist at **Concept Art Association Award** for the Best Creature Designer and Character Designer
- Valley of the Ancient/UE Epic team: Robot Design, Gate Architectural elements
- Pixologic/ZBrush Award 2015 Best Digital Organic Sculptor of the Year nomination

Education:

2005 B.S. Degree in Industrial Engineering and Design Analysis,
2012 Florence Academy of Figurative Art/ short term Oil Painting

Instructing Experience:

The Gnomon Workshop, Hollywood, CA
Brainstorm School. Burbank, CA
IAMAG Master Classes (Online)

References:

Professional and personal recommendations are provided [LinkedIn profile](#).
Official recommendation letter from recent supervisor attached.