

Ehsan Bigloo,

Member of VES - Member of ADG

Professional Services:

- Senior Conceptual Design:
Character/Creature/Costume/Armor/Prop/Mech/Spaceship
- Creature FX, design/development and direction
- Writers-Developers pre-production meetings
- Pre-Production full design and Visual World Development
- VFX Art Direction
- Post Production: Fixing and enhance creature design and anatomy

Professional Track:

Senior Concept Designer of: Kingdom of the Planet of the Apes, Rings of Power, Prey, Men In Black, Dark Phoenix, Come Play, BirdBox, Morbius.

Short Films:

Lead Concept Designer at ASC's short films: THE EYE: CALANTHEK, The DIVE and Nexus.

12 + years in Entertainment Industry

25 movies, 12 TV shows, AAA video games, Scientific /Medical 3D Anatomy supervision, VR games and VR experience projects.

17 + Years Figurative Art and Fine art.

Work Experience:

- 2023-Present: Digital Domain/Freelance Contract: Sr. Concept Artist: Multiple Visual Effects Studios/ Individual Filmmakers
- 2017-2022: AaronSimsCreative, Burbank, CA : Lead Sr. Concept Designer
- 2015-2017: Creature FX and conceptual freelancer
- 2012-2014: Creature Designer and Modeler
- 2007-2012: Figurative Surreal Artist

Clients:

Film/TV:

Amazon Prime, Netflix, Fox Film, Paramount, Universal Studios, HBO Max, Hulu, Sony Pictures, Apple TV, Newline Cinema (Full list included in IMDb profile)

Video Game Studios:

BioWare - Mass Effect, Wizards of the Coast - D+D, Archetype Games - Taurus, Riot League of Legends (2019), Epic Games/Unreal Engine: Valley of Ancient

Freelance clients:

Practical FX shops, Individual Filmmakers, Production Designers, Visual Effects Supervisors

Skills:

Traditional:

Drawing, Oil-painting, Clay-sculpting, Special prosthetics effects design, Photography, Expertise in human and animal anatomy, Composition, Color theory.

Digital:

- Photoshop, Corel Painter, Rebelle, ZBrush, KeyShot, Maya, Unreal Engine, MudBox, Substance Painter, Marmoset Toolbag
- Advanced photo bash techniques for special character FX design (Prosthetics)
- Familiar with digital augmentation and practical creature FX

World Building and Creature presentation in Unreal Engine:

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

Education:

2005 B.S. Degree in Industrial Engineering and Design Analysis,

Instructing Experience:

- Gnomon School of VFX, Video Game and Animation
- Brainstorm School. Burbank, CA
- Laguna College of Art and Design-Adjunct Professor
- CDW Studios School of VFX and Entertainment Design/Australia/Online

References: Professional and personal recommendations are provided LinkedIn profile. Official recommendation letter from recent Industry Vets attached in [LinkedIn](#) page and can be sent upon request.

Member of VES (VISUAL EFFECTS SOCIETY)

Member of (ADG/IMA, Local 800)

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