

SEAN BILODEAU

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Current Address:

48 Crawford Street

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EDUCATION

SOUTHERN NEW HAMPSHIRE UNIVERSITY

Manchester, NH

Bachelor of Art in Game Art and Development

May 2017

Minor: Graphic Design

TECHNICAL SKILLS

- **3d Studio Max**
- **Zbrush**
- **3d Coat**
- **Unreal Engine**
- **Unity**
- **Substance Painter**
- **Bitmap2Material**
- **Marmoset**
- **Crazybump**
- **Sketchfab**
- **Photoshop**
- **Illustrator**
- **Lightroom**
- **Dreamweaver**

PROJECT EXPERIENCE

SNHU – PAX Booth Artist

Spring 2017

- I was chosen to be an artist to help promote the SNHU Game Design program by providing a live display of 3D sculpting during the event by using Zbrush.
- I also helped set up and run the booth.

SNHU – 48 Hour Game Jam - Artist

Spring 2017

- I made use of 3ds Max and Substance Painter to model and texture modular 3D environment assets to be used for the construction of the hallways in a spaceship.

Brain Trust Program

Spring 2015

- Tasked to develop a scientifically-based game that improves comprehension and maintenance of brain function.
- Teams based upon student skills and interests, worked in an industry-like environment where each person was held accountable for completing their assigned tasks so that the project did not go beyond its set deadline.
- I was responsible for taking hand-drawn illustrations and creating a 2D animated intro sequence by utilizing Photoshop and 3ds Max.

LEADERSHIP, INTERESTS AND AWARDS

- **Vice President, Phi Delta Theta** – Demonstrated initiative by turning ideas and thoughts into actions and holding other officers accountable in project development.
- **Warden, Phi Delta Theta** – Assumed responsibility for assistance with Ritual and the overall discipline of officers for two consecutive years.
- **President's list** – SNHU 3/8 semesters
- **Dean's list** – SNHU 2/8 semesters
- **Interests** – Automotive enthusiast, Computer enthusiast, Game Development, Photography, Fitness, Nutrition and Literature.